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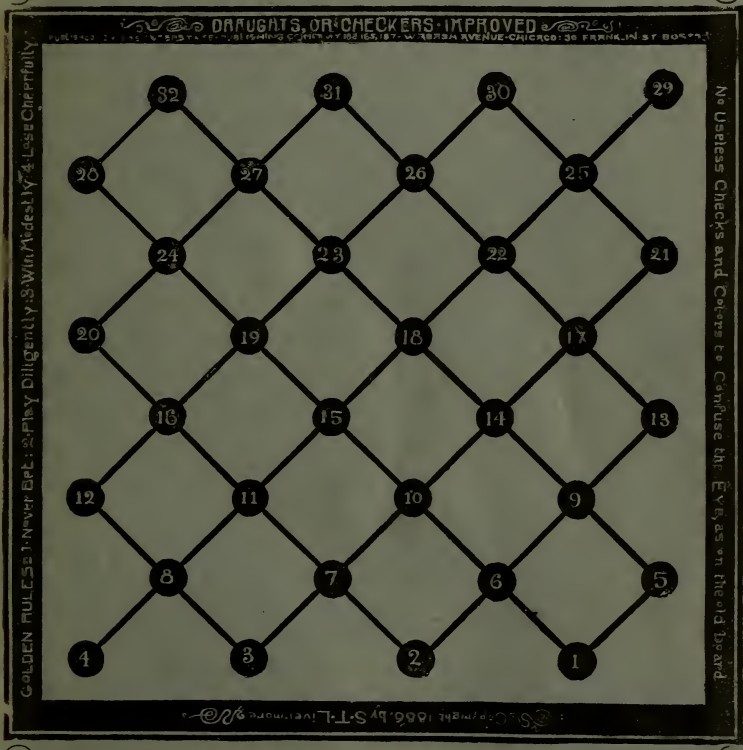
CHECKERS IMPROVED.

THE NEW BOARD.


DRAUGHTS, OR CHECKERS IMPROVED
GOLDEN RULES: 1. Never Err. 2. Play Diligently. 3. Win, Rides Lily. 4. Lose Cheerfully.
No Useless Checks and Colors to Confuse the Eye, as on the Old Board.
32 31 30 29
28 27 26 25
24 23 22 21
20 19 18 17
16 15 14 13
12 11 10 9
8 7 6 5
4 3 2 1

For BEGINNERS and AMATEURS.

OVER 200 GAMES AND PROBLEMS.

PRICE 25 CENTS.

CHECKERS IMPROVED.

OVER

200 GAMES AND PROBLEMS.

LAWS OF THE GAME; THE MOVE; CLASSIFICATION, EXPLANATIONS, ETC.,

FOR THE

New Board without Checks,

AND THE

OLD BOARD WITH ITS 64 CHECKS.

By S. T. Livermore, A. M.,
BRIDGEWATER, MASS.

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1888.

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By S. T. LIVERMORE.

PREFACE.

"It is a shallow and unworthy view of religion that would so etherialize and spiritualize it as to dissever it from all interference with a man's secular trade, his political activities, or his very *amusements*. . . . Plow, and keel, and anvil, and plane, and auger, the child's go-cart, and the grandsire's rocking-chair, are to move under the ken of the Judge above, under the shadow of the Elder Brother's redeeming cross, and in the beaming splendors of the Redeemer's riven tomb." — *Rev. Wm. R. Williams, D.D.*

This sentiment from one of the most eminent preachers and authors of New York city is condensed in the parable of leaven in the meal, and was forcibly exemplified in the carpenter's shop at Nazareth. There, by holy hands, the saw, the chisel, and the hammer, year after year, were used in making things necessary and things to please. There He, who adorned creation with delights for the eye, and filled it with harmonies for the ear, and with problems for the pleasing exercise of the intellect, did not work as a miser, or mere utilitarian, or ascetic. None can rationally doubt that He labored to please, by ornamenting, and polishing. And as we contemplate the example of Jesus in the shop, in His ministry, through life, and in death, trying to make all

happier, by associating with all classes, and even by means of clay and spittle, we need not hesitate to cherish the same motive by encouraging the practice of a pleasant and intellectual game of skill.

Some *conscientiously* condemn checkers. But this does not imply that they do so either *logically*, or *scripturally*. They have been offered good pay to show from reason, or from revelation that this game is an evil. None have claimed the reward. They fallaciously call it gambling. But *betting*, not playing the game, makes the gambling. The game and the bet are as unlike as music and a monkey. One does not become the other by hitching them together. But they say it *leads* to gambling. This is not true, for the *love of money*, which "is the root of all evil," does the leading. It is also bad reasoning to class checkers with casting lots, and then condemn both because the soldiers, at the crucifixion, cast lots for the coat of Jesus, for playing checkers and casting lots differ from one another as skill and no skill. But casting lots was the divine mode of distributing the lands of Canaan to the Israelites, and was the most commendable act recorded of the crucifiers. It showed their appreciation of the seamless coat, and if objectors to this game more fully appreciated the skill and the pleasure which millions find in it they would be more guarded against condemning as an evil what they cannot prove to be such. But they ask: "Did, or would Jesus play checkers?" We reply: Did, or would he make shoes, hats, or

pleasure carriages? One inquiry is as logical as the other. Again they ask: "Could you go from playing checkers to the prayer meeting and take a part in its services?" We answer, *Yes!* and one who cannot do this should shun the game, or improve his religion. The latter should be done unless the game can be shown to be an evil, to do which let no one adduce *something else* that is evil, and call it checkers, which is untrue. Betting is not checkers. The love of money, which is the soul of gambling, is not checkers. Wasting too much time in playing it is not checkers. The *abuse* of a good thing does not make that thing evil.

"Nothing useless is, or low;
Each thing in its place is best;
And what seems but idle show
Strengthens and supports the rest."

—*Longfellow.*

This game is *useful*, as well as amusing. It strengthens the memory, which it exercises vigorously. It taxes the reasoning faculties in calculating results from given data. It is intellectual gymnastics. It is a friendly strife to excel, in which the opponents are mutually benefited. The weaker is improved by the skill of the stronger. Children are entertained. It blunts the pains of the diseased and the wounded. It banishes from the mind domestic and financial troubles. It diverts from evils. It fosters youth of mind in an infirm and aged body. It makes and cherishes friendship between persons

of all classes. Like mathematics, it opens a course of endless progress, and fills the mind with pleasant reminiscences.

An aged man stood upon a corner of streets in Lynn. The friends of his youth were gone. Those of younger generations were hurrying past him to and fro. His well-earned competency was not society. His knowledge of books was not sufficient. His toil in the shops for many years had won him no distinction. His dress was comfortable, but not attractive. Yet there was one thread of mutual interest that bound him to many. Thirty years ago he was a famous checkerist. As such I greeted him cordially, while his whitened locks were tossed in the chilly wind.

"Do you think there are any players in the shop?" he inquired. "No, I have just come from there," was the reply; "but I will go up and play a few games with you." He started, with an effort to walk as nimbly as in his youth. We played, but I was no match for him. Soon one came in and I gave him my seat. A sharply contested game followed. Then another, during which it was pleasant to look upon the old man's wrinkled brow, furrowed cheeks, drooping eyelids, and trembling hand as it moved cautiously over the board; for one could see that his pulse was quickened, his eye brightened, and his face flushed with the joy of victory as he won game after game with an able opponent, and all rejoiced. Who that has in his heart one drop of

the milk of human kindness could have said to him: "You must not play checkers?"

This little book, adapted to the old board, and to the new, is offered to the public as an expression of the author's admiration for this game of skill, and in hope of inducing others to prefer it to the games of chance. He claims credit for but little originality, but trusts his motive, his toil, and his selections from various sources will be acceptable to many.

Information of mistakes will be thankfully received for correction in future editions.

Favors from Mr. D. F. Randall, Checkerist, of Peabody, Mass., and from others, are gratefully acknowledged.

S. T. LIVERMORE.

BRIDGEWATER, MASS., 1888.

CHECKERS.

This game has great antiquity. All research to find its origin has been unsuccessful. It is traceable back through many nations during a period of 4,000 years. It is evidently older than the pyramids, and is itself a monument of mind that will stand while time endures. It gratifies an innate want of man, and hence has endured while thrones and empires have vanished. In every grade of humanity it has been a favorite. Rameses II, the popular monarch of Egypt 1300 years B. C., was a noted checkerist, and was represented upon his palace walls at Thebes as playing checkers with ladies. In palaces, in parlors, in offices, in shops, in prisons, in hospitals, in the rooms of Christian Associations, in sick rooms, in hovels, in war camps, in club rooms, in mines, in colleges, in theological schools, in vessels of commerce, and in the navy this game has its admirers.

Dameh was its Egyptian name, and several centuries ago it evidently gave origin to the name *Dame* in Germany, and to *Dames* in France, although some think the latter is from a fondness had for the game by French ladies who are called *dames*. But

dameh could easily be changed to *dames*, or *dame*. In Scotland and England it is called *Draughts*, but *Checkers* is, and probably will be, the popular name in America, originating from the many checks on the old board.

THE NEW BOARD.

It is the old board simplified. The old has 64 squares, or *checks;* only *half* of them are used. The new board has only 32 *spots*, and these take the place of the squares used on the old board. So the game on the new is the same as on the old, and is played more easily; for on the old board the 32 squares played on must have one color, while the 32 *not* played on must have another color. These 64 squares and two colors, especially if they are bright, make a bad object for the eye to rest upon, confusing the vision, paining the head, and causing complaints against the "*head-work*" of the game, when the fault was in the superfluous squares and colors. The new board is free from this fault, and can be used by persons whose eyes cannot endure the 64 squares and colors of the old board. The improvements of the new one have been verified by thousands. Instead of being *double*, like the old one, it is *single*, has all that is needed, and nothing more. It is printed on card-board, and is thus used. It is also framed like a picture, and you play upon the glass. D. Lothrop of Boston, is President of the Inter-State Company, by which it is published.

The Checkers, or Men, are placed the same as on the old board. See "Explanation."

The numbering of the new board is advantageous. It enables amateurs to learn much from professional games printed in numbers. We need printed games to become advanced players, as we need books to become scholars. To this sufficient attention has not been given, and hence many play much and improve but little. Persons already supplied with old, costly boards, quickly buy the new, simplified, numbered board. The figures are for playing *only printed* games, alone, as one reads, or writes, or ciphers alone, for improvement. Each playing with another must play by his opponent, and not by the figures. They two may not play the printed games, as in business, men do not do the examples of arithmetic.

LAWS OF THE GAME.

1. Blacks always play first, alternately with Whites, and are placed on the small numbers.
2. Five minutes only for a move are allowed.
3. Only two minutes are given for a capturing move which can be made in only *one way*.
4. During the game neither player can touch a man to adjust it, without permission from his opponent.
5. The one who touches a moveable man must move that man or forfeit the game to his opponent.
6. A man moved from his place must not be moved back.

7. Neither player may hold his finger upon a checker and calculate his move.
8. No unnecessary obstruction to a full view of the board is allowable.
9. Neither player has a right to smoke during the game.
10. No interference from spectators is proper.
11. A player by violating either of these laws forfeits his game to his antagonist.
12. For a *match* an even number of games must be agreed upon by the players.
13. A checker that has reached the king-row must be crowned by another placed upon it *before another move is made.* This prevents mistakes and disputes. On arriving at the king-row, the king must remain there until his opponent has moved.
14. A *draw* occurs when neither player can get the last move by forcing the other's man, or men, into a losing or confined place.

THE MOVE.

It is well termed *the* move, for it does so much, especially in the latter part of the contest, to win the game. It is had when a single piece on the board can force its antagonist into a confined or losing position. Example: Place B. 5, 9; W. 18, 22, and move B. 9 to 14, which necessitates the jumps from 18 to 9, and from 5 to 14, after which, because B. had *the move,* W. can move nowhere without being captured, and B. wins.

Getting the move, requires skill. A good illustration is seen in Problem XXXIV. There, as you go on with the solution from the beginning you come to the position of B. 11*, 19*, and W. 28*, 12; but you cannot *now*, with B. capture W. at 28. Why? Because you have not *the move*. This you proceed to get by placing B. 19, at 6, and returning with B. 14 to 19, and thus have *the move* which forces W. 28 to jump to 19 and thus B. wins.

Which has the move? To ascertain this count all the men of both colors in the four columns which come nearest to you. The numbers at the bottom of these columns, on one side of the board are, 1, 2, 3, 4; on the opponent's side they are 29, 30, 31, 32. If all those counted pieces, on your side, are of an odd number, and you play next, you have the move. If they are even, your opponent has the move. This is seen in solving the above-named problem, where the move was gained by an *exchange*. There are exceptions to the above.

CLASSIFICATION OF GAMES.

Games are classified according to their openings.

Single Corner games open, B. 11 to 15; W. 22 to 18.

Old Fourteenth,.....B. 11-15; W. 23-19;
B. 8-11; W. 22-17;
B. 4- 8.

Cross,.....B. 11 to 15; W. 23-18.

Souter,.....B. 11-15; W. 23-19;
B. 9-14; W. 22-17.

Laird and Lady,.....B. 11 to 15; W. 23 to 19;
B. 8-11; W. 22-17;
B. 9-13.

Dyke,.....B. 11 to 15; W. 22 to 17,
B. 15-19.

Maid of the Mill,.....B. 11 to 15; W. 22-17;
B. 15-18,
or,
B. 11 to 15; W. 22 to 17;
B. 8 -11; W. 17-13;
B. 15-18.

Ayrshire Lassie,.....B. 11 to 15; W. 24 to 20;
B. 8-11; W. 28-24.

Glasgow,.....B. 11 to 15; W. 23 to 19;
B. 8-11; W. 22-17;
B. 11-16,
or,
B. 11 to 15; W. 23 to 19;
B. 8-11; W. 22-17;
B. 9-14; W. 25-22;
B. 11-16.

Fife,.....B. 11 to 15; W. 23 to 19;
B. 9-14; W. 22-17;
B. 5- 9.

Will o' the Wisp.....B. 11 to 15; W. 23 to 19;
B. 9-13.

Double Corner,.....B. 9 to 14.

Second Double Corner..B. 11 to 15; W. 24 to 19.

Whilter,.....B. 11-15; W. 23-19;
B. 7-11,
or,
B. 11-15; W. 23-19;
B. 9-14; W. 22-17;
B. 7-11.

Bristol,.....B. 11 to 16.

Edinburgh,.....B. 9 to 13.

SIGNS.

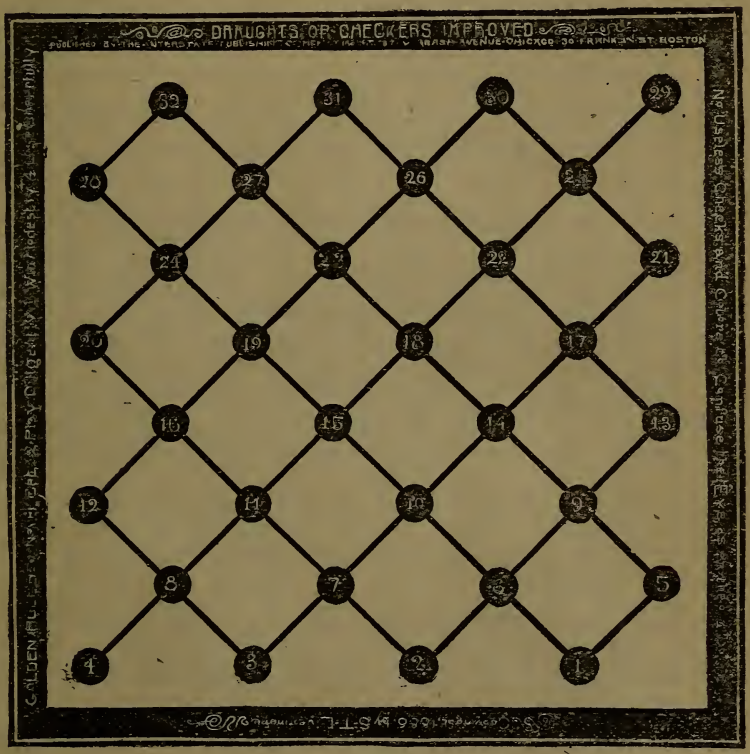
B. means *black*, or *blacks*. W. means *white*, or *whites*. A hyphen between two numbers, as 11-15, means, *move from* 11 *to* 15. A dot, or star, accompanying a number means that *a king is there*. V. or Var. means that where it is placed a *variation begins*. The figures 1, 2, 3, etc., with the Var. or V. in checker books, mean that you will play the parent game *only to* the figure like the one at Var. and *then* begin the variation as numbered. Thus hundreds of games may occupy a small space in a book. In this, for the convenience of beginners, the principal games are connected with the variations.

GOLDEN RULES OF THE NEW BOARD.

I. Never bet. II. Play diligently. III. Win modestly. IV. Lose cheerfully. It is pleasing to see *skill*, even of a friendly opponent.

EXPLANATION.

The Improved Board.



TO PLAY ALONE.

1. Place before you the numbered board with figures *right side up*.
2. On the figures, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, place the Black men.

3. On the figures, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, place the White men.
4. Move from one figure to another, as shown in the printed game.
5. Play a few games until you can play them without the book.
6. Printed games give you the skill of the best players, like examples in mathematics.

TO PLAY WITH OTHERS.

1. Let one place the board, and men as above.
2. In playing give no attention to the numbers.
3. Play the same as on the old, unnumbered board.
4. Regulate your moves by those of your opponent.
5. Each will have a double corner at his right hand.
6. The New Board is free from useless checks and colors on the old one.
7. Games are printed here, not in columns of figures, but in horizontal, parallel lines, like other reading matter.
8. The numbering of some boards begins at the *top*, but on the others it begins at the *bottom*. To state on the new board a problem printed in a diagram for a top numbering board, turn said diagram *bottom-side up*, and place your checkers on the new board as they stand on the reversed diagram, having small numbers and Blacks of your board nearest you.

See notice of "CHIVALRY," last page.

Visit the BOSTON CHESS AND CHECKER ROOM, 767 Washington street. Free exhibition of 1,500 photographs of noted persons. James A. Maynard, Manager.

STANDARD GAMES.

SINGLE CORNER.

GAME.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; 25-22; 12-16; 21-17; 8-12; 17-13; 7-10; 27-24; 9-14; 18-9; 5-14; 32-27; 3-7; 24-19; 15-24; 28-19; 14-17; 22-18; 1-5; 26-22; 17-26; 31-22; 10-14; 18-9; 5-14; 27-24; 14-17; 22-18; 17-22; 19-15; 16-19; 15-8; 19-28; 18-14; 28-32; 23-18; 32-27; 8-3; 6-9; 3-10; 27-23; 14-5. Drawn.

This mother game should be committed to memory as the parent of many variations. It should also be thoroughly studied to discover those critical positions where a wrong move might cause the loss of the game. For example, if you play the Bs and neglect the move from 12-16 the player of the Ws may move from 20-16 and get two for one; or if the player of the Ws neglects to move 21-17, and moves 28-24 he may be thrown into confusion by the plays B. 16-19, 15-19, 9-14, 11-25. Note the strong moves of the latter part of the game, especially of the two jumps which the Bs keep the Ws bound to take.

SELECTED VARIATIONS. — I.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; (Var.) 18-14; 9-18; 23-14; 10-17; 21-14; 11-15; 24-19; 15-24; 28-19; 8-11; 27-23; 6-10; 25-21; 10-17; 21-14; 1-6; 30-25; 6-10; 25-21; 10-17; 21-14; 2-6; 26-22; 6-10; 22-17; 11-16; 32-27; 7-11; 14-7; 3-10; 27-24; 16-20; 23-18; 20-27; 31-24; 11-16. Drawn.

II.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; (Var.) 25-22; 12-16; 24-20; 10-14; 27-24; 8-12; 24-19; 7-10; 32-27; 9-13; 18-9; 5-14; 22-18; 1-5; 18-9; 5-14; 27-24; 3-7; 26-22; 14-17; 21-14; 10-26; 31-22; 7-10; 30-25; 10-14; 25-21; 13-17; 22-13; 6-9. Drawn.

III.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; (Var.) 12-16; 26-22; 8-12; 28-24; 9-13; 32-28; 6-9; 24-19; 1-6; 27-24; 9-14; 18-9; 5-14; 31-26; 14-17; 21-24; 10-17; 25-21; 6-10; 21-14; 10-17; 22-18; 2-6; 19-15; 3-8; 18-14; 11-27; 20-2. Drawn.

IV.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; (Var.) 18-14; 9-18; 23-14; 6-9; 26-23; 9-18; 23-14; 15-18; 27-24; 11-15; 24-19; 15-24; 28-19; 8-11; 19-15; 11-16; 20-11; 7-16; 15-11; 16-19; 11-8; 19-23; 8-4; 12-16; 21-17; 16-20; 31-27; 1-6; 14-10; 6-15; 25-22; 18-25; 27-11; 25-29; 17-14; 20-24; 14-10; 3-8; 10-7; 8-15; 32-28. Drawn.

V.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; 25-22; 12-16; (Var.) 27-24; 16-19; 23-16; 15-19; 24-15; 9-14; 18-9; 11-25; 32-27; 5-14; 27-23; 6-10; 16-12; 8-11; 28-24; 25-29; 30-25; 29-22; 26-17; 11-15; 20-16; 15-18; 24-20; 18-27; 31-24; 14-18; 16-11;

7-16; 20-11; 18-23; 11-8; 23-27; 8-4; 27-31; 4-8; 31-27; 24-20; 27-23; 8-11; 23-18; 11-8; 18-15. B. wins.

VI.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; 25-22; 12-16; 21-17; 8-12; 17-13; 7-10; 27-24; 9-14; 18-9; 5-14; (Var.) 30-25; 14-17; 25-21; 3-7; 21-14; 10-17; 24-19; 15-24; 28-19; 7-10; 32-27; 17-21; 22-18; 21-25; 18-15; 11-18; 20-11; 25-30; 23-7. B. wins.

VII.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; 25-22; 12-16; 21-17; 8-12; 17-13; 7-10; 27-24; 9-14; 18-9; 5-14; 32-27; (Var.) 14-17; 23-18; 17-21; 27-23; 6-9; 13-6; 2-9; 24-19; 15-24; 28-19; 1-5; 22-17; 9-13; 18-14; 13-22; 26-17; 11-15; 14-7; 15-24; 20-11; 3-10; 11-7; 10-15; 7-2; 15-19; 23-16; 12-19; 2-7; 19-23; 7-11; 23-27; 11-15; 27-32; 17-13. W. wins.

VIII.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; 25-22; 12-16; 21-17; 8-12; 17-13; 7-10; 27-24; 9-14; 18-9; 5-14; 32-27; 3-7; 24-19; 15-24; 28-19; 14-17; 22-18; (Var.) 10-14; 18-9; 1-5; 19-15; 11-18; 23-14; 16-19; 20-16; 17-21; 26-22; 6-10; 31-26; 10-17; 9-6; 2-9; 13-6. W. wins.

IX.

B. 11-15; 22-18; 15-22; 25-18; 8-11; 29-25; 4-8; 24-20; 10-15; 25-22; 12-16; 21-17; 8-12; 17-13; 7-10; 27-24; 9-14; 18-9; 5-14; (Var.) 31-27; 1-5; 23-19; 16-23; 27-9; 5-14; 24-19; 15-24; 28-19; 11-15; 32-28; 15-24; 28-19; 3-8; 26-23; 14-17; 22-18; 17-22. B. wins.

CROSS.

This game has several points that afford a pleasing study. Notice the gaining and losing of "the man."

GAME.

B. 11-15; 23-18; 8-11; 26-23; 10-14, 30-26; 7-10; 24-19; 15-24; 28-19; 12-16; 19-12; 11-16; 18-15; 10-19; 22-17; 6-10; 17-13; 10-15; 13-6; 1-10; 32-28; 4-8; 25-22; 5-9; 27-24; 16-20; 23-16; 20-27; 31-24; 2-7; 26-23; 9-13; 16-11; 7-16; 24-19; 15-24; 28-19; 13-17; 22-13; 8-11; 29-25; 11-15; 25-22; 15-24; 22-18; 16-19. Drawn.

VARIATIONS. — I.

B. 11-15; 23-18; 8-11; (V.) 18-14; 9-18; 24-19; 15-24; 22-8; 4-11; 28-19; 11-15; 27-24; 5-9; 21-17; 7-11; 25-21; 9-14; 29-25; 15-18; 17-13; 11-16; 31-27; 16-23; 26-19; 6-9; 13-6; 2-9; 24-20; 18-23; 27-18; 14-23; 25-22; 9-14; 22-17; 14-18; 17-14; 10-17; 21-14; 23-27; 32-23; 18-27; 19-15; 27-31; 15-10; 31-27; 14-9; 27-23; 9-6. Drawn.

II.

B. 11-15; 23-18; 8-11; 26-23; 10-14; 30-26; 7-10; 24-19; 15-24; 28-19; 12-16; 19-12; 11-16; 18-15; 10-19; 22-17; 6-10; 17-13; 10-15; 13-6; 1-10; 32-28; 4-8; 25-22; 5-9; 27-24; 16-20; 23-16; 20-27; 31-24; 2-7; (V.) 24-20; 15-19; 22-17; 9-13; 26-22; 8-11; 29-25; 19-23; 22-18; 13-29; 18-9; 29-25; 21-17; 25-22; 17-13; 10-15; 9-5; 22-18; 13-9; 23-27; 9-6; 27-31; 6-2; 15-19; 5-1; 18-15; 1-6; 31-27; 6-1; 19-23; 1-6; 23-26; 6-1; 26-31; 1-5; 31-26; 5-1; 26-23; 1-6; 23-18; 6-1; 27-23; 1-6; 23-19; 6-1. B. wins.

III.

B. 11-15; 23-18; 8-11; 26-23; 10-14; 30-26; (V.) 6-10; 24-19; 15-24; 27-20; 12-16; 28-24; 4-8; 22-17; 8-12; 32-28; 10-15; 17-10; 7-14; 26-22; 2-6; 24-19; 15-24; 28-19; 6-10; 31-27; 9-13; 18-9; 5-14; 27-24; 1-5; 22-17; 13-22; 25-9; 5-14; 29-25. Drawn.

IV.

B. 11-15; 23-18; 8-11; 26-23; 10-14; 30-26; 7-10; 24-19; 15-24; 28-19; 12-16; 19-12; 11-16; 18-15; 10-19; 22-17; 6-10; 17-13; 10-15; 13-6; (V.) 2-9; 25-22; 14-18; 23-14; 9-25; 29-22; 5-9; 21-17; 1-6; 27-23; 4-8; 23-18; 8-11; 17-14; 9-13; 32-27; 16-20; 27-23; 19-24; 23-19; 6-10; 14-7; 3-10; 19-16. W. wins.

V.

B. 11-15; 23-18; 8-11; 26-23; 10-14; 30-26; 7-10; 24-19; 15-24; (V.) 27-20; 10-15; 28-24; 6-10; 22-17; 15-22; 25-18; 9-13; 18-9; 13-22; 26-17; 5-14; 32-28; 4-8; 24-19; 11-15; 31-26; 15-24; 28-19; 8-11; 19-16; 12-19; 23-7; 2-11; 29-25; 3-8; 25-22; 11-15; 26-23; 8-12; 17-13. Drawn.

VI.

B. 11-15; 23-18; 8-11; 26-23; 10-14; 30-26; 7-10; 24-19; 15-24; 28-19; 12-16; 19-10; 11-16; 18-15; 10-19; 22-17; 6-10; 17-13; 10-15; 13-6; 1-10; 32-28; 4-8; (V.) 27-24; 16-20; 23-16; 20-27; 31-24; 14-17; 21-7; 2-27; 26-22; 8-11; 22-17; 27-31; 17-14; 31-26; 14-10; 15-19; 10-6; 11-16; 6-1; 16-20; 1-6; 19-23; 6-10; 23-27; 10-14; 27-31; 14-17; 5-9; 17-13; 26-30; 13-6; 30-21; 6-10; 31-26; 10-15; 26-23; 15-10; 23-19; 10-14; 20-24; 14-10; 24-27; 10-14; 27-31; 14-10; 31-26; 10-6; 26-23; 6-1. B. wins.

VII.

B. 11-15; 23-18; 8-11; 26-23; 10-14; 30-26; 7-10; 24-19; 15-24; 28-19; 12-16; 19-12; 11-16; 18-15; 10-19; (V.) 32-28; 9-13; 22-18; 6-9; 18-15; 4-8; 25-22; 14-17; 21-14; 9-25; 29-22; 2-7; 22-18; 1-6; 27-24; 5-9; 24-20; 8-11; 15-18; 7-10; 20-11; 10-14; 23-16; 14-30; 11-7. Drawn.

MAID OF THE MILL.

GAME.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 26-23; 10-14; 24-20; 4-8; 28-24; 11-15; 23-19; 6-10; 31-26; 1-6; 25-22; 18-25; 29-22; 15-18; 22-15; 7-11; 30-25; 11-18; 32-28; 3-7; 19-15; 10-19; 24-15; 7-11; 26-22; 6-9; 13-6; 2-9; 27-24; 9-13; 24-19; 18-23; 15-10; 14-18; 22-15; 11-18. Drawn.

VARIATIONS. — I.

B. 11-15; 22-17; 8-11; (V.) 25-22; 9-13; 23-18; 6-9; 27-23; 9-14; 18-9; 5-14; 30-25; 1-6; 24-19; 15-24; 28-19; 11-15; 32-28; 15-24; 28-19; 7-11; 22-18; 13-22; 18-9; 6-13; 25-18; 3-8; 18-14; 10-17; 21-14; 11-16; 14-9; 2-7; 9-6; 7-10. Drawn.

II.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 26-23; 10-14; (V.) 23-19; 4-8; 24-20; 6-10; 28-24; 11-15; 30-26; 8-11; 26-23; 2-6; 31-26; 5-9; 25-22; 18-15; 29-22; 3-8; 22-17; 15-18; 19-15; 10-28. W. wins.

III.

B. 11-15; 22-17; 8-11; (V.) 17-14; 9-18; 23-14; 10-17; 21-14; 4-8; 26-23; 6-10; 25-21; 10-17; 21-14; 1-6; 29-25; 6-9; 31-26; 9-18; 23-14; 12-16; 24-20; 2-6; 25-21; 6-9; 26-23; 9-18; 23-14; 16-19; 30-26; 15-18. Drawn.

IV.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 26-23; 10-14; (V.) 30-26; 4-8; 24-19; 14-17; 21-14; 5-9; 14-5; 11-16. B. wins.

V.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 26-23; 10-14; (V.) 24-19; 4-8; 28-24; 6-10; 32-28; 1-6; 30-26; 11-15; 25-22; 18-25; 29-22; 6-9; 13-6; 2-9; 22-17;

9-13; 24-20; 15-24; 28-19; 13-22; 26-17; 8-11; 20-16; 11-20; 31-26. Drawn.

VI.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 26-23; 10-14; 24-20; 4-8; 28-24; (V.) 6-10; 24-19; 1-6; 25-22; 18-25; 29-22; 11-15; 27-24; 15-18; 22-15; 7-11; 31-27; 11-18; 21-17; 14-21; 23-7; 3-10; 27-23; 8-11; 23-18; 5-9; 32-28; 10-14; 19-15. Drawn.

VII.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 36-23; 10-14; 24-20; 4-8; 28-24; 11-15; 23-19; 6-10; 31-26; (V.) 8-11; 26-23; 2-6; 32-28; 14-17; 21-14; 10-17; 23-14; 17-22; 19-10; 6-15; 25-18; 15-22; 24-19; 1-6; 27-24; 3-8; 30-25; 22-26; 25-21; 26-30; 21-17; 30-26; 29-25. W. wins.

VIII.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; 26-23; 10-14; 24-20; 4-8; 28-24; 11-15; 23-19; 6-10; 31-26; 1-6; (V.) 26-23; 6-9; 13-6; 2-9; 30-26; 8-11; 26-22; 9-13; 32-28; 3-8; 21-17; 14-30; 23-14; 10-26; 19-3; 26-31; 3-7; 11-15; 7-11; 15-18; 11-4; 30-26; 29-25; 26-30; 25-21; 30-26; 20-16; 12-19; 24-15; 31-24; 28-19; 26-23. B. wins.

IX.

B. 11-15; 22-17; 8-11; 17-13; 15-18; 23-14; 9-18; (V.) 21-17; 10-15; 26-23; 18-22; 25-18; 15-22; 23-18; 7-10; 27-23; 5-9; 32-27; 3-7; 30-25; 1-5; 25-21; 11-16; 24-20; 16-19; 23-16; 12-19; 20-16; 19-23; 27-24; 23-26; 24-20; 26-30; 16-11; 7-16; 20-11; 30-26; 18-14; 9-18; 11-8; 4-11. Drawn.

OLD FOURTEENTH.

This favorite game with many has some interesting combinations, and teaches well the need of being guarded against seizing every opportunity of captur-

ing a man, for to do so will sometimes lead into a dangerous trap. This will be seen in the illustration following the parent game.

GAME.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; 9-14; 31-26; 6-9; 13-6; 2-9; 26-22; 1-6; 32-28; 3-8; 30-26; 9-13; 19-16; 12-19; 23-16; 13-17; 22-13; 8-12; 24-19; 15-31; 26-22; 12-19; 22-8; 14-17; 21-14; 10-17. Drawn.

After W. jumps from 23-16, suppose you move B. from 8-12 to capture W. on 16, and see how much more you may lose than you gain. For W. would force the following: W. 24-19; 15-31; 22-8; 12-19; 8-3; 31-22; 25-2; thus beating you, and showing the importance of looking for a trap where the bait is inviting.

VARIATIONS. — I.

B. 11-15; 23-19; 8-11; 22-17; 4-8; (V.) 25-22; 9-13; 27-23; 6-9; 23-18; 9-14; 18-9; 5-14; 26-23; 1-6; 23-18; 14-23; 17-14; 10-26; 19-1; 12-16; 31-22; 23-27; 32-23; 16-19; 24-15; 11-27; 1-5; 27-31; 5-9; 31-27; 22-18; 8-11; 18-14; 11-16; 14-10; 7-14; 9-18; 16-19; 30-25; 19-23; 28-24. Drawn.

II.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; (V.) 9-14; 26-23; 10-15; 19-10; 6-15; 23-19; 15-24; 28-19; 1-6; 30-26; 7-10; 19-16; 12-19; 27-23; 18-27; 32-7; 2-11; 25-22. Drawn.

III.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; 9-14; 31-26; (V.) 14-17; 21-14; 10-17; 23-14; 6-10; 25-22; 17-21; 22-17; 15-18; 26-22; 18-25; 29-22; 11-15; 13-9; 7-11; 14-7; 3-10; 9-6; 2-9; 17-13; 9-14; 22-17; 1-6; 32-28; 5-9; 27-23; 15-18; 19-15; 18-27; 15-8; 14-18; 8-3. W. wins.

IV.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; (V.) 10-14; 26-23; 6-10; 13-6; 2-9; 31-26; 11-15; 28-24; 1-6; 26-22; 8-11; 32-28; 9-13; 20-16. Drawn.

V.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; 9-14; 31-26; 6-9; 13-6; 2-9; 26-22; 1-6; (V.) 30-26; 9-13; 32-28; 6-9; 19-16; 12-19; 23-16; 14-17; 21-14; 10-17. B. wins.

VI.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; (V.) 3-8; 23-14; 9-18; 30-26; 5-9; 26-22; 9-14; 22-17; 6-9; 13-6; 2-9; 17-13; 1-6; 27-23; 18-27; 32-23; 15-18; 31-27; 11-15; 25-22; 18-25; 29-22; 7-11; 22-17. Drawn.

VII.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; 9-14; 31-26; 6-9; 13-6; 2-9; 26-22; (V.) 9-13; 22-17; 13-22; 20-16; 11-20; 21-17; 14-21; 23-14; 10-17; 25-2; 17-22; 19-15; 21-25; 30-21; 22-26; 15-10; 26-31; 29-25; 12-16; 25-22; 16-19; 24-15; 31-24; 15-11; 24-19; 11-7; 19-15; 2-6; 15-11; 7-2; 20-24; 22-18; 11-16; 21-17. W. wins.

VIII.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; 9-14; 31-26; (V.) 11-16; 20-11; 7-16; 21-17; 14-21; 23-7; 2-11; 19-10; 6-15; 25-22; 16-19; 32-28; 5-9; 13-6; 1-10; 29-25; 10-14; 24-20. Drawn.

IX.

B. 11-15; 23-19; 8-11; 22-17; 4-8; 17-13; 15-18; 24-20; 11-15; 28-24; 8-11; 26-23; 9-14; 31-26; 6-9; 13-6; 2-9; 26-22; 1-6; 32-28; 3-8; 30-26; 9-13; 19-16;

12-19; 23-16; (V.) 8-12; 24-19; 15-31; 22-8; 12-19; 8-3. W. wins.

LAIRD AND LADY.

This popular game is supposed to be of Scotch origin. In it two pieces, acting so lordly a part, evidently gave rise to its name. Early in the game the Lady moves from 21 to 14 and stays there. Soon after the Laird starts for her, leaving 26, rests a moment at 23, another at 19, ending his romantic journey by a happy leap from 19 to 10, where he and his lady seem contented while others around them carry on the game until the contest ends by a black king capturing the Laird's Lady. Such is life.

GAME.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; (Lady) 21-14; 15-18; (Laird) 26-23; 13-17; 19-15; 4-8; 23-19; 6-9; 24-20; 1-6; 28-24; 9-13; 15-10; 6-15; 19-10; (Laird and Lady now together) 11-15; 31-26; 8-11; 25-22; 18-25; 29-22; 11-16; 20-11; 7-16; 26-23; 17-26; 23-19; 16-23; 27-11; 13-17; 30-23; 17-22; 23-19; 22-26; 11-8; 26-31; 8-4; 31-26; 4-8; 26-22; 8-11; 22-18; 32-28; 18-9 captures the Lady and draws the contest.

Note the skill in gaining position as W. moves from 26 to 23; 23-19; and 27-11. Study also the preference of B's move from 13-17 instead of saving a man and making a king by moving from 26 to 31.

VARIATIONS.

I. — Lassie and Laddie.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; (V.) 19-15; 4-8; 24-19; 13-17; 28-24; 11-16; 26-23; 16-20; 15-10; 6-15; 19-10; 17-21; 31-26; 8-11; 25-22; 18-25; 29-22; 11-15; 23-19; 2-6; 26-23; 6-9; 22-17; 9-18; 23-14; 15-18; 19-15; 18-22; 24-19. Drawn.

II. — Laddie and Lassie.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; (V.) 26-22; 4-8; 22-15; 11-18; 25-21; 6-10; 29-25; 10-17; 21-14; 1-6; 19-15; 13-17; 31-26; 6-9; 15-10; 8-11; 24-20; 11-15; 28-24; 9-13; 25-21; 18-22; 26-23; 22-25; 23-19; 25-29; 10-6; 2-18; 21-14; 7-10; 14-7; 3-10; 32-28; 18-22; 20-16; 22-26; 30-23; 10-14; 19-10; 12-26. B. wins.

III. — Miss Cruikshank (See Burns).

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; 26-23; (V.) 6-10; 25-21; 10-17; 23-14; 11-16; 27-23; 1-6; 24-20; 6-9; 20-11; 9-27; 32-23; 7-16; 21-14; 3-7; 28-24; 16-20; 30-26; 20-27; 31-24; 13-17; 24-20; 2-6; 19-15; 7-11; 15-8; 4-11; 23-18; 17-21; 26-23; 12-16; 14-9; 6-13; 18-14; 13-17; 14-10; 17-22; 23-18; 22-26; 10-7. Drawn.

IV. — Miss Logan.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; 26-23; 13-17; 19-15; 4-8; 23-19; (V.) 11-16; 24-20; 16-23; 15-10; 6-15; 25-22; 18-25; 27-4; 17-22; 30-21; 1-6; 4-8; 6-9; 14-10; 7-14; 8-11; 14-17; 21-14; 9-18; 11-15; 3-7; 15-19; 7-10; 32-27; 2-6; 19-23; 10-14; 23-26; 6-10; 26-17; 14-21; 20-16. W. wins.

V. — Mrs. Scott.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; 26-23; 13-17; (V.) 24-20; 6-10; 25-21; 11-15; 28-24; 4-8; 30-25; 8-11; 20-16; 11-20; 31-26; 2-6; 32-28; 12-16; 19-12; 6-9; 23-19; 9-13; 19-16; 17-22; 26-17; 13-22; 27-23; 20-27; 16-11. Drawn.

VI. — Delia.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; 26-23; 13-17; 19-15; 4-8; 23-19; 6-9; 24-20; 1-6; 28-24; 9-13; (V.) 25-21; 17-22; 30-25; 22-26; 31-22; 7-10; 14-7; 3-10; 21-17; 5-9. B. wins.

VII. — Chloris.

B. 11-15; 23-19; 8-11; 22-17; 9-13; (V.) 25-22; 5-9; 27-23; 9-14; 23-18; 14-23; 17-14; 10-17; 21-14; 7-10; 14-7; 3-10; 29-25; 6-9; 25-21; 9-14; 24-20; 15-24; 28-19; 11-15; 20-16; 15-24; 26-19; 4-8; 32-28; 24-27; 31-24; 14-17; 21-7; 2-27. B. wins.

VIII. — Handsome Nell.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; 26-23; 13-17; 19-15; 4-8; 23-19; 6-9; 24-20; 1-6; 28-24; 9-13; (V.) 14-10; 7-14; 20-16; 11-20; 15-11; 8-15; 19-1; 12-16; 25-21; 17-22; 30-25; 3-7; 27-23; 20-27; 31-24; 18-27; 25-9; 5-14; 32-23; 16-19; 24-15; 14-17; 21-14; 7-10; 14-7; 2-27. Drawn.

IX. — Highland Lassie.

B. 11-15; 23-19; 8-11; 22-17; 9-13; 17-14; 10-17; 21-14; 15-18; 26-23; 13-17; 19-15; 4-8; 23-19; 6-9; 24-20; (V.) 2-6; 28-24; 9-13; 15-10; 6-15; 19-10; 17-21; 31-26; 11-15; 25-22; 18-25; 29-22; 7-11; 27-23; 15-18; 22-15; 11-27; 32-23; 8-11; 23-18; 12-16; 24-19; 16-23; 26-19; 13-17. W. wins.

EDINBURGH.

GAME.

B. 9-13; 22-18; 10-15; 25-22; 6-10; 18-14; 10-17; 21-14; 15-19; 24-15; 11-25; 30-21; 8-11; 29-25; 11-15; 25-22; 4-8; 23-18; 8-11; 28-24; 12-16; 24-20; 16-19; 27-23; 19-24; 14-9; 5-14; 18-9; 24-28; 9-5; 7-10; 23-18; 15-19; 18-14; 10-17; 21-14; 2-7; 22-18; 7-10; 14-7; 3-10; 18-15; 11-18; 26-23; 18-27; 31-6; 1-10; 5-1; 10-14; 1-6; 14-17; 6-10; 17-21; 10-17; 21-25; 20-16; 25-30; 16-11; 30-25; 11-7; 25-21; 7-3; 13-17; 3-7; 17-22; 7-10; 21-25. Drawn.

VARIATIONS. — I.

B. 9-13; 22-18; 10-15; 25-22; 6-10; 18-14; 10-17; 21-14; (V.) 15-18; 22-15; 11-18; 29-25; 8-11; 24-19; 4-8; 28-24; 1-6; 24-20; 6-10; 32-28; 10-17; 23-14; 11-16; 20-4; 3-8; 4-11; 7-32; 14-10; 17-21; 25-22; 5-9; 10-6; 9-14; 6-1; 32-27; 31-24; 2-7; 1-6; 7-11; 24-19; 11-16, 6-9; 16-23; 26-19. W. wins.

II.

B. 9-13; 22-18; 10-15; 25-22; 6-10; 18-14; 10-17; 21-14; 15-19; 24-15; 11-25; 30-21; 8-11; 29-25; 11-15; 25-22; 4-8; 23-18; 8-11; 28-24; 12-16; 24-20; 16-19; 27-23; 19-24; 14-9; 5-14; 18-9; 24-28; 9-5; 7-10; 23-18; 15-19; 18-14; 10-17; 21-14; 2-7; 22-18; 7-10; 14-7; 3-10; 18-15; 11-18; 26-23; 18-27; 31-6; 1-10; 5-1; 10-14; 1-6; 14-17; 6-10; 17-21; 10-14; (V.) 13-17; 20-16; 17-22; 14-17; 22-25; 17-22; 25-29; 22-26. W. wins.

DYKE.

GAME.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; 30-25; 4-8; 22-18; 11-16; 27-23; 8-12; 17-14, 16-20; 23-16; 12-19; 25-22; 9-13; 32-27; 6-9; 27-24; 20-27; 31-15; 1-6; 29-25; 7-10; 14-7; 3-19; 18-15; 9-14; 15-11; 6-9; 11-8; 2-7; 8-3; 7-10; 3-7; 10-15; 7-11; 14-17; 21-14; 9-18; 25-21; 18-25; 11-18; 25-30. Drawn

VARIATIONS. — I.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; (V.) 7-10; 27-24; 10-15; 22-18; 15-22; 24-15; 9-13; 26-23; 8-11; 15-8; 4-11; 28-24; 3-7; 24-19; 6-10; 17-14; 10-17; 21-14; 1-6; 30-25; 6-10; 25-18; 10-17; 19-15; 11-16; 15-11; 7-10. Drawn.

II.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; (V.) 27-23; 4-8; 23-16; 11-20; 29-25; 7-10; 31-27; 10-15; 17-13; 3-7; 26-23; 8-12; 21-17; 7-10; 28-24; 15-19; 24-15; 10-26; 30-23; 9-14; 17-10; 6-15; 13-9; 5-14; 23-18; 14-23; 27-11; 12-16; 22-18. Drawn.

III.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; 30-25; 4-8; 22-18; (V.) 9-13; 18-14; 13-22; 25-18; 8-12; 29-25; 11-16; 27-23; 6-9; 31-27; 9-13; 27-24; 13-17; 24-15; 16-19; 23-16; 12-19; 15-11; 7-16; 25-22; 19-23; 26-12; 17-26; 18-15; 26-30; 12-8; 3-12; 14-10. Drawn.

IV.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; 30-25; 4-8; 22-18; 11-16; 27-23; 8-12; (V.) 18-15; 3-8; 17-13; 7-10; 25-22; 10-14; 31-27; 14-18; 23-14; 9-25; 29-22; 2-7; 27-23; 7-10; 32-27; 10-14; 22-17; 16-20; 23-16; 12-19; 17-10; 19-23; 26-19; 8-11; 15-8; 6-31; 8-3; 31-26; 3-7; 1-6; 7-11; 26-23; 11-15; 20-24; 28-19; 23-16; 21-17; 16-12; 15-11; 6-10; 11-7. Drawn.

V.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; 30-25; 4-8; 22-18; 11-16; 27-23; 8-12; 17-14; 16-20; 23-16; 12-19; 25-22; 9-13; (V.) 31-27; 6-9; 29-25; 1-6; 27-23; 3-8; 23-16; 8-12; 32-27; 12-19; 27-23; 7-11; 23-7; 2-11; 21-17. Drawn.

VI.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; 30-25; 4-8; 22-18; 11-16; 27-23; 8-12; 17-14; 16-20; 23-16; 12-19; 25-22; 9-13; 32-27; 6-9; 27-24; 20-27; 31-15; 1-6; 29-25; 7-10; 14-7; 3-19; 18-15; (V.) 2-7; 22-18; 7-10; 15-11; 10-14; 18-15; 14-18; 11-7; 18-23; 26-22; 23-26; 7-2; 26-30; 2-7; 30-26; 7-10; 26-17. Drawn.

VII.

B. 11-15; 22-17; 15-19; 24-15; 10-19; 23-16; 12-19; 25-22; 8-11; 30-25; 4-8; 22-18; 11-16; 27-23; 8-12; 17-14; 16-20; 23-16; 12-19; 25-22; 9-13; 32-27; 6-9; 27-24; 20-27; 31-15; 1-6; 29-25; 7-10; 14-7; 3-19; 18-15; 9-14; 15-11; 6-9; 11-8; 2-7; 8-3; 7-10; 3-7; 10-15; 7-11; 14-17; (V.) 11-18; 9-14; 18-9; 5-14; 26-23; 19-26; 22-18; 14-23; 21-14; 26-30; 25-21; 30-26; 28-24; 26-22; 24-19; 22-18; 14-9; 23-27; 9-5; 27-32; 5-1; 32-27; 19-16; 18-15; 1-6; 27-23; 6-9; 23-19; 16-12; 15-11; 9-14; 19-15; 14-9; 15-18; 9-5; 18-14; 5-1; 13-17; 1-5. B. wins.

GLASGOW.

GAME.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 25-22; 7-16; 22-18; 9-14; 18-9; 6-22; 26-17; 5-9; 28-24; 10-15; 24-20; 16-19; 30-26; 1-6; 32-28; 2-7; 31-27; 4-8; 29-25; 8-11; 27-24; 7-10; 25-22; 9-14; 17-13; 14-18; 22-17; 18-22; 17-14; 10-17; 21-14; 22-31; 14-10; 31-27; 10-1. Drawn.

VARIATIONS.

I. — Walter Scott.

B. 11-15; 23-19; 8-11; 22-17; (V.) 15-18; 19-15; 10-19; 24-8; 4-11; 17-13; 11-15; 28-24; 7-11; 24-20; 12-16; 25-22; 18-25; 29-22; 9-14; 22-17; 14-18; 17-14; 3-7; 26-23; 6-9; 13-6; 2-9; 30-26; 9-13; 21-17; 13-22; 26-17; 1-6; 32-28; 6-10; 17-13; 10-17; 23-14; 15-18; 27-23; 18-27; 31-24; 17-22; 13-9; 22-26; 9-6; 26-31; 6-2; 31-26; 2-6; 26-22; 6-10; 22-17; 10-3; 17-10; 3-8; 10-15; 8-12; 16-19; 12-16; 5-9; 16-23. W. wins.

II. — Burns.

B. 11-15; 23-19; 8-11; 22-27; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 25-22; 7-16; 22-18; 9-14; 18-9; 6-22; 26-17; 5-9; 28-24; 10-15; 24-20; 16-19; 30-26;

1-6; (V.) 29-25; 2-7; 25-22; 4-8; 17-13; 8-11; 22-18; 15-22; 26-17; 7-10; 31-26; 9-14; 26-22; 19-24; 32-28; 11-15; 28-19; 15-24. B. wins.

III.— KEATS.

B. 11-15; 23-19; 8-11; 22-17; (V.) 9-14; 25-22; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 28-24; 7-16; 24-19; 16-23; 26-19; 4-8; 30-26; 8-11; 26-23; 11-15; 32-28; 15-24; 28-19; 5-9; 17-13; 10-15; 19-10; 6-15; 13-6; 1-10; 29-25; 15-19; 23-16; 12-17; 19-24; 25-22. Drawn.

IV. — BEATTIE.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; (V.) 28-24; 7-16; 24-20; 16-19; 25-22; 9-14; 29-25; 4-8; 26-23; 19-26; 30-23; 8-11; 23-19; 5-9; 17-13; 11-15; 32-28; 15-24; 28-19; 10-15; 19-10; 6-15; 13-6; 1-10; 22-17; 14-18. Drawn.

V. — CAMPBELL.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; (V.) 11-8; 4-11; 28-24; 11 15; 24-20; 9-14; 25-22; 15-19; 26-23; 19-26; 30-23; 7-11; 23-19; 11-15; 32-28; 15-24; 28-19; 5-9; 17-13; 10-15; 19-10; 6-15; 13-6; 1-10. Drawn.

VI. — OSSIAN.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 25-22; 7-16; 22-18; 9-14; 18-9; (V.) 5-14; 29-25; 4-8; 25-22; 8-11; 32-27; 11-15; 17-13; 16-19; 22-17; 12-16; 27-24; 16-20; 31-27; 2-7; 26-23; 19-26; 30-23; 14-18; 23-14; 1-5; 27-23; 20-27; 23-19; 15-24; 28-19. Drawn.

VII. — TENNYSON.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 25-22; 7-16; 22-18; 9-14; 18-9; 6-22; 26-17; 5-9; 28-24; (V.) 16-20; 17-14; 9-18; 30-26; 20-27; 32-7; 2-11; 21-17; 12-16; 17-14; 16-19; 14-10; 4-8; 10-7; 8-12; 7-3. Drawn.

VIII. — Browning.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 25-22; 7-16; 22-18; 9-14; 18-9; 6-22; 26-17; 5-9; 28-24; (V.) 4-8; 31-27; 16-20; 30-26; 8-11; 29-25; 9-14; 26-23; 2-6; 25-22; 6-9; 22-18; 10-15; 17-10; 15-22; 10-7; 22-26; 7-3; 26-31; 21-17; 9-13; 3-8; 13-22; 8-15; 31-26; 23-19; 22-25; 15-10; 25-30; 32-28; 30-25; 19-16; 12-19; 24-15; 25-22; 10-14; 1-5; 14-18; 22-25; 18-14. Drawn.

IX. — Byron.

B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 25-22; 7-16; 22-18; 9-14; 18-9; 6-22; 26-17; 5-9; 28-24; 10-15; 24-20; 16-19; 30-26; 1-6; 32-28; (V.) 6-10; 17-13; 19-24; 28-19; 15-24; 13-6; 2-9; 26-22; 24-28; 22-17; 9-13; 17-14; 10-17; 21-14; 28-32; 14-10; 32-28; 10-7; 28-24; 7-2; 24-19; 29-25; 19-15; 2-6. Drawn.

AYRSHIRE LASSIE.

This name may be supposed to have originated from the game played for her by two young Highlanders equally in love with her, while she in return loved them equally. Many a checkered game is played under similar circumstances, and thus lives may be checkered ever afterwards.

GAME.

B. 11-15; 24-20; 8-11; 28-24; 9-13; 23-19; 6-9; 27-23; 9-14; 32-28; 4-8; 22-18; 15-22; 25-9; 5-14; 19-16; 12-19; 24-6; 1-10; 29-25; 10-15; 23-19; 15-14; 28-19; 8-12; 26-23; 7-10; 25-22; 11-15; 30-26; 15-24; 22-18; 3-7; 18-9; 12-16; 20-11; 7-16; 21-17. Drawn.

VARIATIONS.

I. — Comin' thro' the Rye.

B. 11-15; 24-20; (V.) 15-19; 23-16; 12-19; 22-18; 9-14; 18-9; 5-14; 25-22; 8-12; 22-17; 7-11; 29-25; 4-8;

27-24; 11-15; 32-27; 8-11; 27-23; 3-7; 23-16; 12-19; 17-13; 1-5; 25-22; 14-18; 22-17; 18-22; 17-14; 10-17; 21-14; 22-25; 30-21; 6-9; 13-6; 2-18; 21-17; 7-10; 17-13; 10-14; 13-9; 18-23; 26-22; 14-18; 9-6; 18-25; 6-2; 23-27; 2-7; 19-23; 7-16; 15-18. Drawn.

II. — Miles Standish.

B. 11-15; 24-20; 8-11; (V.) 22-17; 4-8; 17-14; 10-17; 21-14; 9-18; 23-14; 6-9; 26-23; 9-18; 23-14; 1-6; 30-26; 15-19; 26-22; 6-9; 27-24; 9-18; 22-15; 11-18; 24-15; 18-23; 31-27; 23-26; 25-21; 26-30; 29-25; 2-6; 27-24; 6-9; 32-27; 7-11; 15-10; 12-16; 10-6; 16-19; 24-15; 11-18; 6-2; 9-13; 2-6; 5-9; 6-1; 9-14; 1-5; 30-26; 20-16; 13-17; 5-9. B. wins.

III. — Enoch Arden.

B. 11-15; 24-20; 8-11; 28-24; (V.) 4-8; 23-19; 15-18; 22-15; 11-18; 32-28; 10-14; 26-23; 9-13; 19-15; 7-11; 31-26; 2-7; 26-22; 13-17; 22-13; 6-9; 13-6; 1-26; 30-23; 11-15; 23-19; 5-9; 19-10; 18-22; 25-18; 14-32; 10-6; 9-13; 6-2; 8-11; 2-6; 11-15; 29-25; 15-18; 20-16; 12-19; 24-15; 32-27; 6-2; 7-11; 15-8; 3-12. Drawn.

IV. — Auld Robin Gray.

B. 11-15; 24-20; 8-11; 28-24; 9-13; (V.) 23-18; 4-8; 26-23; 15-19; 24-15; 10-26; 30-23; 7-10; 31-26; 10-15; 20-16; 12-19; 23-7; 2-11; 21-17; 6-9; 25-21; 1-6; 27-24; 8-12; 32-28; 3-8; 24-19; 15-24; 28-19; 6-10; 17-14; 10-17; 21-14; 11-16; 19-15; 16-19; 29-25; 19-24; 15-11; 8-15; 18-11; 9-18; 22-15; 24-27; 25-21; 27-31; 26-22; 31-27; 22-18; 27-23; 18-14; 23-19. Drawn.

V. — The Brigs of Ayr.

B 11-15; 24-20; 8-11; 28-24; 9-13; (V.) 22-18; 15-22; 25-18; 3-8; 26-22; 5-9; 29-25; 1-5; 32-28; 13-17; 21-14; 10-26; 31-22; 6-10; 30-26; 9-13; 18-15; 10-19; 23-16; 12-19; 24-15; 11-18; 22-15; 13-17; 25-21; 8-12. Drawn.

VI. — Highland Mary.

B. 11-15; 24-20; 8-11; 28-24; 9-13; 23-19; 6-9; (V.) 26-23; 9-14; 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; 25-22; 1-5; 31-26; 5-9; 23-18; 14-23; 27-11; 7-23; 26-19; 9-14; 32-28; 2-6; 19-15; 10-19; 24-15; 3-8; 28-24; 8-11; 15-8; 4-11; 30-26; 11-15; 26-23; 6-10; 24-19; 15-24; 22-18; 24-27. B. wins.

VII. — Auld Lang Syne.

B. 11-15; 24-20; 8-11; 28-24; 9-13; 23-19; 6-9; 27-23; 9-14; (V.) 22-17; 13-22; 25-9; 5-14; 29-25; 15-18; 31-27; 1-6; 32-28; 14-17; 23-14; 17-22; 26-17; 11-16; 20-11; 7-32; 14-7; 3-10. B. wins.

VIII. — Cotter's Saturday Night.

B. 11-15; 24-20; 8-11; 28-24; 9-13; 23-19; 6-9; 27-23; 9-14; (V.) 31-27; 5-9; 23-18; 14-23; 27-18; 11-16; 20-11; 7-23; 26-19; 3-7; 18-11; 7-23; 22-18; 4-8; 24-19; 8-11; 25-22. B. wins.

IX. — Land o' the Leal.

B. 11-15; 24-20; 8-11; 28-24; 9-13; 23-19; 6-9; 27-23; 9-14; (V.) 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; 25-22; 4-8; 32-28; 8-11; 22-17; 13-22; 26-17; 12-16; 19-12; 15-18; 31-27; 18-22; 17-13; 1-6; 24-19; 14-18; 23-14; 10-17; 21-14; 11-16; 20-11; 7-32; 14-9; 32-27; 9-5; 2-7; 5-1; 22-26; 1-10; 7-14; 30-23; 27-18; 13-9; 14-17; 9-6; 17-22; 6-2; 22-26; 28-24; 18-15; 2-6; 26-31; 6-9; 31-27; 24-20; 15-11. B. wins by 1st position.

DEFIANCE.

This game is distinguished for its *dash*, more than for adroit moves to gain advantageous positions. It is much like the games played in shops by those who have paid but little attention to the more skillful games of the books.

GAME.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29 25; 11-15; 24-20; 15-24; 28-19; 7-11; 19-16; 12-19; 23-7; 2-11; 25-22; 6-9; 26-23; 4-8; 22-18; 1-5; 30-26; 9-13; 18-9; 5-14; 23-19; 11-15; 32-28; 15-24; 28-19; 14-18; 21-17; 31-22; 26-17. Drawn.

VARIATIONS.

I. — Grant.

B. 11-15; 23-19; (V.) 8-11; 27-23; 4-8; 23-18; 10-14; 19-10; 14-23; 26-19; 7-14; 22-17; 14-18; 17-14; 2-7; 31-27; 8-15; 19-10; 6-15; 30-26; 12-16; 24-20; 8-11; 26-22; 16-19; 21-17; 9-13; 27-24; 1-6; 32-27; 6-9; 27-23; 18-27. B. wins.

II. — Farragut.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; 24-20; 15-24; 28.19; 7-11; 19-16; 12-19; 23-7; 2-11; 25-22; (V.) 4-8; 22-17; 8-12; 26-23; 11-15; 32-27; 15-18; 30-25; 3-8; 23-19; 6-9; 19-16; 12-19; 27-23; 19-26; 31-6; 1-10; 17-13. W. wins.

III. — Lee.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29-25; (V.) 6-9; 25-22; 9-13; 22-18; 14-17; 21-14; 10-17; 19-15; 4-8; 32-27; 17-22; 26-17; 13-22; 15-10; 7-14; 18-9; 11-16; 23-18; 8-11; 9-5; 3-7; 18-14; 16-20; 24-19; 11-16; 27-23; 20-24; 23-18; 16-23; 28-19; 7-11; 19-15; 11-16; 14-10; 16-20; 10-7; 2-11; 15-8; 23-27; 31-24; 20-27; 8-3; 27-32; 3-7; 32-27; 7-10; 12-16. Drawn.

IV. — Sheridan.

B. 11-15; 23-19; (V.) 8-11; 27-23; 11-16; 24-20; 15-24; 20-11; 7-16; 28-19; 4-8; 22-18; 10-14; 25-22; 8-11; 19-15; 3-8; 22-17; 16-20; 17-10; 9-14; 18-9; 11-27; 32-23; 5-14. B. wins.

V. — BURNSIDE.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; (V.) 25-22; 7-11; 24-20; 15-24; 28-19; 11-15; 32-28; 15-24; 28-19; 4-8; 22-18; 6-9; 20-16; 3-7; 26-22; 8-11; 22-17; 11-20; 19-15; 10-26; 17-3; 20-24; 30-23. Drawn.

VI. — STONEWALL JACKSON.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; 24-20; 15-24; 28-19; (V.) 4-8; 25-22; 8-11; 22-17; 11-15; 32-28; 15-24; 28-19; 7-11; 19-16; 12-19; 23-7; 2-11; 26-23; 3-8; 30-26; 8-12; 31-27; 11-15; 20-16; 12-19; 23-16; 15-18; 16-11; 10-15; 17-10; 18-23. Drawn.

VII. — SHERMAN.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; 24-20; 15-24; 28-19; 7-11; 19-16; 12-19; 23-7; 2-11; 25-22; (V.) 10-15; 22-17; 6-10; 17-13; 1-6; 26-23; 4-8; 30-26; 8-12; 31-27; 3-7; 27-24; 15-18; 24-19; 18-27; 32-23; 11-15; 19-16; 12-19; 23-16; 14-17; 21-14; 10-17. Drawn.

VIII. — THOMAS.

B. 11-15; 23-19; 9-14; 27-23; 8-11; 22-18; 15-22; 25-9; 5-14; 29-25; 11-15; 24-20; 15-24; 28-19; 7-11; 19-16; 12-19; 23-7; 2-11; 25-22; 6-9; 26-23; 4-8; 22-18; (V.) 8-12; 32-28; 1-5; 30-26; 9-13; 18-9; 5-14; 23-19; 11-15; 26-22; 15-24; 28-19; 3-8; 20-16; 10-15. Drawn.

WILL-O'-THE-WISP.

How this game obtained its title from a mysterious, flickering light, dancing over one of the fens of Scotland it might be interesting to know. Perhaps the name originated from the misleading, surprising moves, so similar to the unexpected appearance of the *Ignis fatuus*.

GAME.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; 25-22; 4-8; 24-20; 6-10; 28-24; 1-5; 32-28; 14-17; 21-14; 10-17; 31-27; 2-6; 19-16; 12-19; 23-16; 6-10; 27-23; 9-14; 18-9; 5-14; 22-18; 10-15; 18-9; 15-19; 24-15; 11-27; 26-23; 27-31; 23-18; 31-27; 9-6. Drawn.

VARIATIONS.

I. — The Palatine.

B. 11-15; 23-19; 9-13; (V.) 22-17; 13-22; 25-11; 8-15; 21-17; 5-9; 17-13; 7-11; 29-25; 3-8; 25-22; 9-14; 27-23; 11-16; 24-20; 15-24; 28-19; 14-17; 20-11; 8-24; 32-28; 4-8; 28-19; 8-11; 23-18; 17-21; 26-23; 1-5; 22-17; 5-9; 31-27; 11-16; 18-15; 9-14; 15-11; 14-18. Drawn.

II. —Tam O'Shanter.

B. 11-15; 23-19; 9-13; (V.) 21-17; 5-9; 25-21; 9-14; 27-23; 8-11; 24-20; 15-24; 28-19; 4-8; 30-25; 11-15; 32-28; 15-24; 28-19; 8-11; 22-18; 13-22; 26-17; 1-5; 18-19; 5-14. B. wins.

III. — Kirk-Alloway.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; (V.) 10-14; 18-9; 5-14; 29-25; 8-11; 25-22; 6-10; 27-23; 4-8; 24-20; 11-15; 28-24; 8-11; 32-28; 1-5; 22-17; 13-22; 26-17; 11-16; 20-11; 7-16; 24-20; 15-24; 20-11; 3-7; 28-19; 7-16; 30-25; 14-18; 23-7; 2-11. Drawn.

IV. — Mazeppa.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; 25-22; 4-8; 24-20; 6-10; 28-24; 1-5; 32-28; 14-17; 21-14; 10-17; (V.) 19-16; 12-19; 23-16; 2-6; 16-12; 6-10; 24-19; 10-14; 19-16; 14-23; 26-19; 17-26; 31-22; 9-14; 30-25; 14-17; 22-18; 17-21; 25-22; 5-9; 28-24; 21-25; 18-15; 11-18; 22-15; 25-30; 15-10; 7-14; 19-15; 30-26; 16-11; 26-23; 11-4; 23-19. B. wins.

V. — Kallundborg Church.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; (V.) 24-20; 6-10; 32-27; 3-8; 25-22; 1-5; 27-24; 11-15; 18-11; 8-15; 19-16; 12-19; 23-16; 14-17; 21-14; 9-25; 30-21. Drawn.

VI. — Maud Muller.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; 25-22; 4-8; 24-20; 6-10; 28-24; 1-5; 32-28; 14-17; 21-14; 10-17; 31-27; 2-6; 19-16; 12-19; 23-16; 6-10; 27-23; (V.) 8-12; 30-25; 12-19; 24-8; 3-12; 25-21; 10-14; 28-24; 7-11; 24-19. W. wins.

VII. — The Yankee Girl.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; (V.) 32-27; 11-16; 25-22; 16-20; 19-16; 12-19; 24-15; 7-10; 27-24; 20-27; 31-24; 10-19; 24-15; 3-7; 15-10; 6-15; 18-11; 7-16; 23-18; 14-23; 26-12; 9-14. Drawn.

VIII. — Amy Wentworth.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; 25-22; 4-8; 24-20; 6-10; 28-24; 1-5; 32-28; 14-17; 21-14; 10-17; 31-27; 2-6; 19-16; 12-19; 23-16; 6-10; 27-23; (V.) 17-21; 16-12; 10-14; 24-19; 14-17; 19-16. W. wins.

IX. — Betsey and I are Out.

B. 11-15; 23-19; 9-13; 22-18; 15-22; 25-18; 5-9; 29-25; 10-14; 27-23; 8-11; 25-22; 4-8; 24-20; 6-10; 28-24; 1-5; 32-28; 14-17; 21-14; 10-17; 31-27; 2-6; 19-16; 12-19; (V.) 24-15; 17-21; 23-19; 7-10; 27-24; 10-14; 15-10; 14-23; 10-1; 21-25; 30-21; 23-30; 22-18; 30-26; 1-6; 26-23; 19-16; 23-14; 16-7; 3-10; 6-15; 13-17; 15-18. Drawn.

KELSO.

GAME.

B. 10-15; 21-17; 9-13; 17-14; 6-10; 24-19; 10-17; 19-10; 7-14; 25-21; 11-15; 28-24; 8-11; 23-18; 14-23; 21-14; 2-6; 26-10; 6-15; 27-23; 12-16; 30-26; 16-19; 23-7; 3-17; 26-23; 17-26; 31-22; 1-6; 32-28; 4-8; 29-25; 8-11; 25-21; 6-10; 21-17; 5-9; 23-18; 11-16; 18-11; 9-14; 11-7; 14-21; 22-18; 16-20; 24-19; 21-25; 7-2; 25-30; 2-7. W. wins.

VARIATIONS. — I.

B. 10-15; 21-17; 9-13; 17-14; (V.) 15-18; 22-15; 11-18; 24-19; 8-11; 25-21; 4-8; 29-25; 11-16; 26-22; 7-11; 22-15; 11-18; 14-10; 6-24; 27-4. W. wins.

II.

B. 10-15; 21-17; 9-13; 17-14; 6-10; 24-19; (V.) 15-24; 28-19; 10-17; 25-21; 1-6; 21-14; 6-10; 29-25; 10-17; 25-21; 2-6; 21-14; 6-10; 30-25; 10-17; 25-21; 11-16; 21-14; 8-11; 22-17; 13-22; 26-17; 11-15; 19-10; 5-9; 14-5; 7-21; 5-1; 21-25; 1-6; 25-29; 6-10; 29-25; 10-15; 25-22; 15-11; 16-20; 23-19; 22-17; 19-16; 12-19; 27-23; 19-26; 31-13; 20-24; 13-9; 24-28; 9-6; 3-8; 11-7; 8-12; 7-11. W. wins.

III.

B. 10-15; 21-17; 9-13; 17-14; 6-10; 24-19; 10-17; 19-10; 7-14; 25-21; 11-15; 28-24; 8-11; 23-18; 14-23; 21-14; 2-6; 26-10; 6-15; 27-23; 12-16; 30-26; 16-19; 23-7; 3-17; 26-23; 17-26; 31-22; 1-6; 32-28; (V.) 6-10; 29-25; 10-14; 25-21; 4-8; 24-20; 8-11; 28-24; 5-9; 23-19; 14-18; 19-10; 18-25; 10-6; 11-15; 6-1; 9-14; 1-6; 15-18; 6-9; 25-30; 20-16; 30-26; 16-11; 26-23; 11-7; 23-27; 24-20. W. wins.

FIFE.

This name suggests martial music. Perhaps the author of the game was a noted fifer. Surely those who master it and all its variations will be *fifers* indeed.

GAME.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; 19-16; 12-19; 26-23; 19-26; 30-5; 15-18; 25-22; 18-25; 29-22; 10-14; 22-18; 14-23; 27-18; 8-11; 32-27; 4-8; 27-23; 8-12; 24-20; 7-10; 31-26; 10-15; 26-22; 12-16; 28-24; 3-8; 21-17; 15-19; 24-15; 6-9; 13-6; 1-26; 18-15. Drawn.

VARIATIONS.

I. — Yankee Doodle.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; (V.) 24-20; 15-24; 28-19; 9-14; 25-22; 18-25; 29-22; 8-11; 27-23; 11-15; 32-28; 15-24; 28-19; 4-8; 22-18; 14-17; 21-14; 10-17; 26-22; 17-26; 31-22; 8-11; 22-17; 7-10. B. wins.

II. — Girl I Left Behind Me.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; (V.) 21-17; 8-11; 25-21; 9-14; 26-23; 18-22; 24-20; 15-24; 28-19; 22-26; 31-22; 11-15; 27-24; 4-8; 30-25; 15-18; 22-15; 7-11; 25-22; 11-25; 29-22; 8-11; 22-18; 1-5; 18-9; 5-14; 32-28; 3-8; 23-18; 14-23; 17-14; 10-17; 21-14; 23-27; 14-10; 6-15; 19-10; 27-32; 10-6; 2-9; 13-6; 11-15; 6-2; 32-27; 2-6; 8-11; 6-10; 11-16; 20-11; 27-20; 10-19; 20-16. Drawn.

III. — Her Bright Smile Haunts Me Still.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; (V.) 26-22; 7-11; 31-26; 3-7; 26-23; 9-14; 21-17; 14-21; 23-14; 10-26; 19-3; 11-16; 30-23; 21-30; 23-18; 2-7. B. wins.

IV. — Marseilles Hymn.

B. 11-15; 23-19; 9-14; 22-17; 5-9; (V.) 26-23; 9-13; 30-26; 13-22; 25-9; 6-13; 29-25; 8-11; 25-22; 4-8; 22-17; 13-22; 26-17; 1-5; 17-14; 10-17; 21-14; 15-18; 31-26; 2-6; 24-20; 6-10; 28-24; 10-17; 23-14; 17-21; 26-22; 21-25; 19-15; 11-18; 22-15; 25-30; 15-10; 30-26; 10-6; 26-22; 6-2; 8-11; 2-6; 22-18; 6-9; 7-10; 14-7; 5-14; 7-2; 18-22; 24-19; 14-17; 32-28; 17-21; 27-24; 3-8; 2-6; 21-25, 6-9; 25-30; 9-14; 22-26; 14-10; 26-31; 10-14; 30-25; 19-15; 11-18; 14-23; 25-30; 24-19; 31-26; 20-16; 26-22; 28-24. Drawn.

V. — Hail to the Chief.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; (V.) 26-23; 9-14; 24-20; 15-24; 28-19; 8-11; 31-26; 11-15; 19-16; 12-19; 23-16; 15-19; 32-28; 10-15; 25-22; 18-25; 29-22; 14-18; 30-25. B. wins.

VI. — Marching Through Georgia.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; 19-16; 12-19; 26-23; 19-26; 30-5; (V.) 8-11; 27-23; 4-8; 32-27; 10-14; 24-19; 15-24; 28-19; 7-10; 25-22; 11-15; 22-17; 15-24; 27-20; 8-11; 29-25; 11-15; 25-22; 3-8; 20-16; 8-11; 16-7; 2-11; 31-27; 11-16; 22-18; 15-22; 27-24; 16-20; 24-19; 22-26; 19-16; 26-31; 16-11; 31-26; 23-19; 26-23; 19-16; 14-18; 11-7; 10-14; 17-10; 6-15. Drawn.

VII. — John Brown.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; 19-16; 12-19; 26-23; 19-26; 30-5; 15-18; 25-22; 18-25; 29-22; 10-14; 22-18; 14-23; 27-18; 8-11; 32-27; 4-8; 27-23; 8-12; 24-20; (V.) 6-10; 18-14; 10-17; 21-14; 11-15; 23-19; 15-24; 28-19; 7-11; 31-27; 3-7; 27-23; 1-6; 5-1; 6-10; 13-9; 10-17; 1-5; 17-22; 9-6; 2-9; 5-14. W. wins.

VIII. — Tramp! Tramp! Tramp!

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; 19-16; 12-19; 26-23; 19-26; 30-5; 15-18; 25-22; 18-25; 29-22; (V.) 8-11; 27-23; 11-15; 23-19; 4-8; 32-27; 15-18; 22-15; 7-11; 31-26; 11-18; 19-16; 2-7; 24-20; 8-11; 28-24; 10-15; 16-12; 7-10; 26-23; 18-22; 23-18; 22-26; 18-14; 10-17; 21-14; 26-31; 14-9; 6-10; 9-6; 11-16; 20-11; 15-19; 24-15; 10-19; 6-2; 31-24; 11-8; 19-23; 8-4; 24-19; 4-8; 19-15. Drawn. (?)

IX. — Dixie.

B. 11-15; 23-19; 9-14; 22-17; 5-9; 17-13; 14-18; 19-16; 12-19; 26-23; 19-26; 30-5; 15-18; 25-22; 18-25; 29-22; 10-14; 22-18; 14-23; 27-18; 8-11; 32-27; (V.) 7-10; 31-26; 4-8; 21-17; 10-15; 26-22; 8-12; 27-23; 12-16; 24-19; 15-24; 28-12; 11-16; 18-15; 6-9; 13-6; 1-26; 17-13; 26-30; 22-17; 30-26; 17-14; 26-22; 14-9; 22-18; 9-6; 2-9; 13-6. Drawn.

SOUTER.

This name means *a shoemaker*. The game may be adapted especially to shoe-shops, and its variations may be designated by those at whose shops in Lynn the new checker board is a favorite.

GAME.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; 11-15; 27-24; 14-17; 21-14; 9-18; 26-23; 18-27; 32-23; 10-14; 19-10; 6-15; 13-9; 7-11; 23-19; 15-18; 22-15; 11-18; 19-15; 18-22; 25-18; 14-23; 31-26; 5-14; 26-19; 14-18; 15-11. Drawn.

VARIATIONS.

I. — Valpey and Anthony.

B. 11-15; 23-19; 9-14; 22-17; 6-9; (V.) 27-23; 8-11; 26-22; 4-8; 22-18; 15-22; 25-18; 9-13; 18-9; 13-22;

30-25; 5-14; 25-9· 1-5; 29-25; 5-14; 25-22; 11-15; 24-20; 15-24; 28-19; 8-11; 31-26; 11-15; 32-28; 15-24; 28-19; 3-8. Drawn.

II. — Boland and Spinney.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; (V.) 14-17; 21-14; 9-25; 29-22; 5-9; 26-23; 7-11; 30-25; 9-14. W. wins.

III. — Sargent and Merrill.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; (V.) 22-17; 4-8; 26-23; 14-18; 23-14; 9-18; 17-14; 10-17; 21-14; 6-10; 14-9; 5-14; 13-9; 18-23; 27-18; 15-22; 9-6; 14-18; 6-2; 10-15; 19-10; 7-14; 24-19; 11-16; 19-15; 18-23; 15-10; 16-20; 10-7; 3-10; 2-6; 12-16; 6-15; 16-19; 15-24; 20-27; 31-24; 22-26; 24-19; 8-11; 28-24; 26-31; 24-20; 31 27; 19-16; 11-15; 16-11; 27-24; 11-7; 24-19; 7-2; 15-18; 2-7. Drawn.

IV. — Horgan and Donovan.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; (V.) 14-17; 21-14; 9-18; 22-15; 11-18; 32-28; 10-14; 26-23; 7-10; 30-26; 10-15; 19-10; 6-15; 28-24; 3-7; 23-19; 7-10; 26-23; 8-11; 31-26; 1-6; 26-22; 5-9; 22-17; 14-30; 23-7; 15-18; 7-3. W. wins.

V. — Bennet and Barnard.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; 11-15; 27-24; 14-17; 21-14; 9-18; (V.) 31-27; 5-9; 26-23; 9-14; 32-28; 8-11; 30-26; 3-8; 19-16; 12-19; 23-16; 8-12. B. wins.

VI. — Sargent and Leavitt.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; 11-15; 27-24; (V.) 8-11; 32-27; 14-18; 26-23; 9-14; 31-26; 14-17; 21-14; 10-17. W. wins.

VII. — Morgan and Dore.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; 11-15; 27-24; 14-17; 21-14; 9-18; 26-23; 18-27; 32-23; 10-14; 19-10; 6-15; 13-9; 7-11; (V.) 31-27; 12-16; 25-21; 14-18; 23-14; 16-19. B. wins.

VIII. — C. A. Coffin.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; 11-15; 27-24; 14-17; 21-14; 9-18; 26-23; 18-27; 32-23; 10-14; 19-10; 6-15; 13-9; 7-11; (V.) 23-18; 14-23; 31-26; 5-14; 26-10; 14-18; 22-15; 11-18; 25-22; 18-25; 30-21; 8-11; 21-17 11-15. Drawn.

IX. — Ingalls.

B. 11-15; 23-19; 9-14; 22-17; 6-9; 17-13; 2-6; 25-22; 8-11; 29-25; 4-8; 24-20; 15-24; 28-19; 11-15; 27-24; (V.) 14-18; 31-27; 9-14; 26-23; 14-17; 23-14; 17-26; 30-23; 10-17; 21-14; 15-18; 32-28; 6-10; 14-9; 5-14; 13-9; 14-17; 23-14; 17-21; 9-6; 10-17. W. wins.

WHILTER.

This game has its peculiarities with which it is well to be familiar. Its name may be supposed to be that of the witch that punished Tam O'Shanter for keeping late hours in a bad place.

GAME.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; 3-7; 29-25; 1-5; 22-17; 8-11; 31-26; 16-20; 19-16; 12-19; 23-16; 14-18; 26-23; 18-22; 25-18; 15-22; 28-18; 22-25; 17-14; 10-17; 21-14; 11-15; 18-11; 9-18; 30-21; 18-22; 21-17; 22-26; 24-19; 26-30; 19-15; 30-26; 17-14; 26-22; 13-9; 6-13; 15-10; 22-17. Drawn.

VARIATIONS. — I.

B. 11-15; 23-19; (V.) 7-11; 22-17; 3-7; 26-23; 15-18; 23-14; 9-18; 17-14; 10-17; 21-14; 11-16; 19-15; 6-10; 15-6; 1-17; 25-22; 18-25; 30-14; 16-19; 24-15; 7-10; 14-7; 2-18; 29-25; 8-11; 31-26; 5-9; 28-24; 9-14; 26-22; 11-15. Drawn.

II.

B. 11-15; 23-19; 9-14; 22-17; (V.) 5-9; 17-13; 7-11; 25-22; 3-7; 22-17; 1-5; 29-25; 11-16; 26-22; 16-23; 27-11; 8-15; 24-19; 15-24; 28-19; 14-18; 22-15; 4-8; 25-22; 7-11; 22-18; 9-14; 18-9; 5-14; 32-27; 11-18; 19-16; 12-19; 27-23; 19-26; 31-15; 10-19; 17-1. W. wins.

III.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; (V.) 16-20; 30-26; 2-7; 23-18; 14-30; 19-16; 12-19; 31-26; 30-23; 27-2; 20-27; 32-16; 6-9; 2-6; 10-15; 6-13; 8-11; 16-7; 3-10; 22-18; 15-22; 17-14; 10-17; 21-14; 1-6; 13-17; 22-26; 17-22; 26-30; 22-18; 30-26; 28-24; 4-8; 24-19; 8-11; 19-15; 11-16; 15-11; 16-20; 11-8; 20-24; 8-3; 24-27. Drawn.

IV.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; 3-7; 29-25; 1-5; (V.) 24-20; 15-24; 20-11; 8-15; 28-19; 15-24; 27-20; 14-17; 21-14; 9-27; 32-23; 10-15; 31-27; 4-8; 23-18; 15-19; 27-23; 19-26; 30-23; 8-11; 25-21; 7-10; 23-19; 10-14; 18-9; 5-14; 22-17; 6-10; 13-9; 11-15. B. wins.

V.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; 3-7; 29-25; 1-5; 22-17; (V.) 7-11; 25-22; 16-20; 19-16; 12-26; 30-23; 2-7; 24-19; 15-24; 28-19; 14-18; 22-15; 11-18; 23-14; 9-18; 27-24; 20-27; 32-14; 8-11; 31-27; 4-8; 27-23; 11-15; 19-16; 8-11; 16-12; 11-16; 13-9; 6-22; 23-18. Drawn.

VI.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; (V.) 8-11; 24-20; 15-24; 28-19; 3-7; 22-18; 1-5; 29-25; 14-17; 21-14; 10-17; 25-21; 9-14; 18-9; 5-14; 23-18; 14-23; 27-18; 16-23; 21-14; 6-10; 14-9; 10-15; 18-14; 12-16; 9-5; 15-19; 14-9; 11-15; 20-11; 7-16; 9-6; 2-9; 13-6. W. wins.

VII.

B. 11-16; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; 3-7; (V.) 24-20; 15-24; 20-11; 8-15; 28-19; 15-24; 27-20; 1-5; 22-18; 4-8; 32-27; 8-11; 27-24; 14-17; 21-14; 10-17; 24-19; 9-14; 18-9; 5-14; 31-26; 11-16; 20-11; 7-16; 29-25; 17-21; 25-22; 14-17; 19-15; 21-25; 30-14; 6-10. Drawn.

VIII.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; 3-7; 29-25; 1-5; 22-17; 8-11; (V.) 24-20; 15-24; 28-19; 14-18; 23-14; 9-18; 19-15; 10-19; 27-23; 19-26; 31-8; 4-11; 32-27; 16-19; 27-23; 19-26; 30-23; 7-10; 25-22; 10-15; 23-18; 15-19; 17-14; 11-15; 18-11; 6-9; 13-6; 2-25. B. wins.

IX.

B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16 26-23; 5-9; 17-13; 3-7; 29-25; 1-5; 22-17; 8-11; 31-26; 16-20; 19-16; 12-19; 23-16; (V.) 15-18; 26-23; 11-15; 16-12; 7-11; 12-8; 18-22; 25-18; 15-22; 8-3; 2-7; 23-18; 14-23; 27-18; 20-27; 32-23. W. wins.

BRISTOL.

This game differs from others in the peculiarity of its opening, and increases one's knowledge of the vast variety of moves on the board.

GAME.

B. 11-16; 24-20; 16-19; 23-16; 12-19; 22-18; 9-14; 18-9; 5-14; 25-22; 8-11; 22-17; 4-8; 27-24; 11-15; 20-16; 8-11; 24-20; 6-9; 17-13; 1-5; 13-6; 2-9; 29-25; 9-13; 25-22; 14-18; 22-17; 13-22; 26-17; 18-22; 17-14; 10-17; 21-14; 19-23; 31-27; 15-18; 14-10; 7-14; 16-7; 3-10; 20-16; 22-26; 16-11; 26-31; 11-7; 31-24; 28-19; 23-27; 32-23. Drawn.

VARIATIONS. — I.

B. 11-16; (V.) 22-18; 8-11; 24-20; 10-15; 27-24; 15-22; 25-18; 6-10; 24-19; 3-8; 28-24; 9-14; 18-9; 5-14; 26-22; 11-15; 20-11; 7-16; 30-25; 1-5; 22-18; 15-22; 25-9; 5-14; 29-25; 16-20; 31-27; 8-11, 25-22; 2-7; 22-17; 11-16; 19-15; 10-26. Drawn.

II.

B. 11-16; 24-20; 16-19; 23-16; 12-19; 22-18; 9-14; 18-9; 5-14; 25-22; 8-11; 22-17; 4-8; (V.) 27-23; 8-12; 23-16; 12-19; 32-27; 11-15; 20-16; 15-18; 27-24; 10-15; 17-10; 7-14; 16-11; 6-10; 26-22; 18-25; 29-22; 14-18; 21-17; 18-25; 30-21; 19-23; 24-19; 15-24; 28-19; 2-6; 17-14; 10-17; 21-14; 6-10. Drawn.

III.

B. 11-16; 24-20; 16-19; 23-16; 12-19; 22-18; 9-14; 18-9; 5-14; 25-22; 8-11; 22-17; 4-8; (V.) 29-25; 11-15; 17-13; 8-12; 27-24; 3-8; 32-27; 1-5; 27-23; 8-11; 23-16; 12-19; 25-22; 14-18; 22-17; 18-22; 17-14; 10-17; 21-14; 22-25; 30-21; 6-9; 13-6; 2-18; 21-17; 7-10; 31-27; 5-9; 17-13; 9-14; 13-9; 18-23; 27-18; 14-30. Drawn.

SECOND DOUBLE CORNER

GAME.

B. 11-15; 24-19; 15-24; 28-19; 8-11; 22-18; 11-16; 18-14; 9-18; 23-14; 10-23; 27-18; 10-17; 21-14; 12-16;

26-23; 6-9; 31-27; 4-8; 25-21; 8-12; 27-24; 16-20; 32-27; 1-6; 29-25; 7-11; 30-26; 11-16; 25-22; 6-10; 14-7; 3-10; 22-17; 9-13; 26-22; 2-7; 18-14. Drawn.

VARIATIONS. — I.

B. 11-15; 24-19; 15-24; (V.) 27-20; 8-11; 22-18; 10-15; 28-24; 15-22; 25-18; 7-10; 29-25; 10-15; 25-22; 6-10; 23-19; 9-14; 18-9; 5-14; 26-23; 1-6; 30-26; 4-8; 22-17; 15-18; 32-28; 18-27; 20-16; 11-20; 19-15; 10-19; 17-1; 19-23; 26-19; 27-32; 19-16; 20-27; 31-24; 12-19; 24-15. Drawn.

II.

B. 11-15; 24-19; 15-24; 28-19; 8-11; 22-18; (V.) 10-14; 25-22; 11-16; 30-25; 4-8; 22-17; 16-20; 17-10; 6-24; 32-28; 8-11; 28-19; 11-16; 21-17; 7-10; 17-13; 9-14; 18-9; 5-14; 26-22; 3-8; 13-9; 8-11; 22-18; 14-17; 25-21; 17-22; 21-17; 22-26; 31-22; 1-5; 9-6; 2-9; 17-13; 9-14; 18-9; 5-14; 22-18; 14-17; 29-25; 17-22; 18-14; 10-17; 25-18; 17-22; 19-15. Drawn.

"No wonder that so many boys
Such wicked men become;
'Twere better far to let them have
Their plays and games at home."

MISCELLANEOUS GAMES.

Freeman and Heffner.

Heffner: B. 12-16; 24-20; 8-12; 22-18; 3-8; 25-22; 16-19; 23-16; 12-19; 29-25; 9-14; 18-9; 6-13; 27-23; 8-12; 23-16; 12-19; 32-27; 11-15; 20-16; 5-9; 16-12; 9-14; 27-23; 19-24; 28-19; 15-24; 22-18; 1-5; 18-9; 5-14; 25-22; 14-17; 21-14; 10-17; 23-19; 24-28; 19-15; 28-32; 22-18; 17-22; 26-17; 13-22; 12-8; 4-11; 15-8; 7-10; 8-3; 32-28; 3-8; 28-24; 8-12; 24-20; 31-27; 2-6; 12-8; 20-16; 30-26; 22-31; 8-12; 31-24; 12-28; 6-9; 28-24; 9-13; 24-19; 13-17; 18-14. Freeman wins.

Heffner and Freeman.

Freeman: B. 11-15; 23-19; 8-11; 22-17; 15-18; 19-15; 10-19; 24-8; 4-11; 26-22; 11-15; 28-24; 12-16; 24-20; 16-19; 17-13; 9-14; 30-26; 19-24; 20-16; 24-28; 22-17; 7-10; 16-11; 5-9; 26-23; 18-22; 25-18; 15-22; 23-19; 3-7; 19-16; 1-5; 11-8; 14-18; 8-3; 9-14; 3-8; 5-9; 8-12; 7-11; 16-7; 2-11; 12-8; 11-15; 8-11. Heffner wins.

Barker and Freeman.

Barker: B. 11-15; 22-17; 9-14; 25-22; 8-11; 17-13; 11-16; 24-20; 3-8; 20-11; 7-16; 27-24; 16-19; 23-16; 12-19; 32-27; 8-11; 21-17; 14-21; 22-18; 15-22; 24-8; 4-11; 26-17; 11-16; 29-25; 10-15; 25-22; 16-19; 31-26; 6-10; 27-23; 19-24; 28-19; 15-24; 22-18; 24-27; 18-15; 10-19; 23-16; 27-31; 26-22; 1-6; 16-11; 31-27; 11-8;

27-24; 8-3; 24-19; 22-18; 19-16; 18-15; 16-19; 15-11; 19-15; 11-8; 15-10; 8-4; 5-9; 4-8; 9-14; 8-11; 14-18; 11-16; 18-22; 16-19; 22-25; 19-23; 10-15; 23-26; 6-9; 13-6; 2-9; 17-13; 15-10; 13-6; 10-1; 3-7; 1-6; 7-11; 6-10; 26-23. Drawn.

Wyllie and Barker.

Wyllie: B. 11-15; 23-19; 8-11; 22-17; 11-16; 24-20; 16-23; 27-11; 7-16; 20-11; 3-7; 28-24; 7-16; 24-20; 16-19; 25-22; 4-8; 29-25; 19-24; 17-14; 9-18; 22-15; 10-19; 32-28; 6-10; 25-22; 8-11; 22-18; 10-14; 18-9; 5-14; 26-23; 19-26; 28-19; 1-6; 30-23; 6-10; 31-26; 11-15; 19-16; 12-19; 23-16; 14-18; 16-11; 15-19; 11-8; 19-24; 8-3; 10-14; 3-8; 24-27; 26-23; 18-22; 8-11; 22-25; 11-15; 25-30; 23-19; 27-31; 19-16; 30-26; 16-11; 26-22; 11-8; 31-26; 8-3; 26-23; 3-8; 2-6; 8-11; 23-18; 20-16; 6-10; 15-6; 14-17; 21-14; 18-2; 16-12; 22-18; 12-8. Drawn.

Barker and Wyllie.

Barker: B. 11-15; 22-17; 8-11; 23-19; 9-14; 25-22; 11-16; 17-13; 16-23; 27-11; 7-16; 22-17; 4-8; 29-25; 8-11; 26-23; 16-20; 24-19; 3-8; 30-26; 11-16; 25-22; 8-11; 22-18; 20-24; 18-9; 5-14; 32-27; 14-18; 23-7; 16-32; 28-19; 11-16; 26-23; 2-11; 17-14; 32-28; 31-26; 6-9; 14-5; 28-24; 26-22; 24-15; 23-18; 15-10; 22-17; 10-6; 18-14; 16-19; 14-9; 6-2; 17-14; 2-7; 21-17; 11-16; 9-6; 1-10; 14-9; 19-23; 9-6; 23-26; 6-2; 7-11; 5-1; 26-30; 1-6; 10-15; 6-10; 15-19; 13-9; 30-26; 17-13; 19-24; 9-5; 24-28; 5-1; 28-32; 10-7; 32-28; 7-3; 28-24; 1-6; 24-20; 13-9; 16-19; 9-5; 19-23; 5-1; 11-15; 6-9; 26-22; 3-7; 15-11; 7-16; 20-11. Barker wins.

Wyllie and Barker.

Wyllie: B. 11-16; 24-19; 8-11; 22-18; 10-14; 25-22; 6-10; 28-24; 16-20; 30-25; 11-15; 18-11; 7-16; 32-28; 2-6; 19-15; 10-19; 24-15; 14-18; 23-14; 9-18; 22-17;

18-23; 27-18; 20-24; 28-19; 16-30; 15-11; 5-9; 17-14; 1-5; 25-22; 30-25; 31-26; 12-16; 26-23; 25-30; 21-17; 30-26; 11-7; 26-19; 29-25; 3-10; 14-7; 9-13; 7-3; 6-9; 3-7; 16-20; 17-14; 20-24; 14-10; 19-23; 18-14; 9-18; 22-15; 23-18; 7-11; 24-27; 11-8; 4-11; 15-8; 13-17; 25-21; 18-15; 21-14; 15-6; 8-3; 27-31; 3-8; 31-26; 8-11; 6-9; 14-10; 9-14; 10-7; 5-9; 11-15; 9-13; 7-3; 13-17; 3-7; 17-22; 15-10. Wyllie wins.

WYLLIE AND D. F. RANDALL (of Peabody, Mass.).

Randall: B. 11-15; 22-18; 15-22; 25-18; 8-11; 24-19; 4-8; 28-24; 11-16; 24-20; 8-11; 18-15; 11-18; 20-11; 7-16; 23-7; 16-23; 27-18; 2-11; 21-17; 6-10; 17-13; 10-14; 13-6; 14-23; 26-19; 1-10; 29-25; 11-15; 32-28; 15-24; 28-19; 3-7; 25-22; 7-11; 22-18; 5-9; 30-26; 10-14; 26-23; 14-17; 19-15; 11-16; 15-10; 16-19; 23-16; 12-19; 10-7; 19-23; 7-2; 9-13; 2-6; 23-26; 31-22; 17-26. Drawn.

MRS. IDA M. BRIGGS AND E. A. DURGIN (of Boston).

Mrs. Briggs: B. 11-15; 22-18; 15-22; 25-18; 7-11; 18-15; 10-19; 23-7; 3-10; 29-25; 8-11; 25-22; 11-15; 26-23; 4-8; 23-18; 8-11; 27-23; 9-14; 18-9; 5-14; 23-19; 14-18; 22-17; 18-22; 17-14; 10-17; 21-14; 11-16; 19-10; 6-15; 24-20; 16-19; 14-10; 19-24; 28-19; 15-24; 32-27; 24-28; 27-23; 28-32; 23-19; 32-28; 19-15; 28-24; 15-11; 24-19; 11-8; 19-15; 30-26; 15-6; 26-17; 6-10; 8-3; 1-6; 17-13; 10-15; 3-8; 6-9; 13-6; 2-9; 31-26; 9-14; 26-22; 15-19; 8-11; 14-18; 22-15; 19-10; 20-16; 12-19; 11-15; 10-14; 15-24. Drawn.

S. M. KEHOE (of Swampscott), AND U. A. KILLUM (of Haverhill).

Kehoe: B. 11-15; 23-19; 8-11; 22-17; 3-8; 25-22; 11-16; 26-23; 8-11; 24-20; 15-24; 28-19; 9-13; 27-24; 5-9; 30-25; 1-5; 32-28; 9-14; 22-18; 13-22; 18-9; 6-13; 25-18; 10-14; 18-9; 5-14; 29-25; 14-18; 23-14; 16-23;

24-19; 23-27; 31-24; 11-16; 20-11; 7-23; 14-9; 23-27; 9-5; 27-32; 5-1; 32-27; 24-20; 27-23; 25-22; 4-8; 1-5; 8-11; 5-9; 11-15; 9-14; 15-19; 22-18; 2-6; 20-16; 13-17. Kehoe wins.

BARKER (of Boston), AND M. C. PRIEST (of Philadelphia).

Priest: B. 11-15; 23-19; 9-14; 22-17; 7-11; 25-22; 11-16; 26-23; 5-9; 17-13; 3-7; 29-25; 7-11; 31-26; 16-20; 19-16; 12-19; 23-7; 2-11; 26-23; 15-18; 22-15; 10-26; 30-23; 11-15; 25-22; 6-10; 13-6; 15-18; 22-15; 10-26; 6-2; 26-31; 27-23; 20-27; 2-7; 1-6; 7-2; 6-10; 23-19; 8 12; 32-23; 4-8; 2-7; 31-26; 7-2; 26-31; 2-7; 8-11; 7-16. Drawn.

DOUBLE CORNER.

GAME.

B. 9-14; 22-18; 5-9; 21-17; 14-21; 18-15; 11-18; 23-5; 8-11; 25-22; 6-9; 24-20; 4-8; 27-23; 11-15; 28-24; 8-11; 23-18; 9-13; 32-28; 2-6; 26-23; 6-9; 29-25; 10-14; 24-19; 15-24; 28-19; 7-10; 31-27; 14-17; 18-14; 17-26; 14-7; 3-10; 19-15; 10-19; 23-7. Drawn.

NEW THIRTEENTH.

GAME.

B. 9-13; 22-18; 11-16; 24-19; 8-11; 25-22; 5-9; 29-25; 10-14; 28-24; 16-20; 18-15; 11-18; 22-15; 7-10; 32-28; 4-8; 19-16; 12-19; 23-16; 10-19; 24-15; 2-7; 27-23; 6-10; 15-6; 1-10; 16-12; 8-11; 25-22; 11-16; 31-27; 10-15; 28-24; 7-11; 30-25; 3-7; 12-8; 15-18; 22-15; 11-18. W. wins.

NEW FOURTEENTH.

GAME.

B. 10-14; 22-18; 11-16; 24-19; 16-20; 25-22; 8-11; 28-24; 7-10; 30-25; 11-16; 22-17; 4-8; 17-13; 3-7;

32-28; 14-17; 21-14; 10-17; 25-22; 7-10; 19-15; 10-19; 24-15; 9-14; 18-9; 5-14; 15-10; 6-15; 13-9; 17-21; 22-18; 15-22; 26-10; 1-5; 9-6; 2-9; 10-7; 9-14; 7-2; 5-9; 2-6; 9-13; 6-9; 14-17; 9-14; 8-11; 23-18; 17-22; 27-24; 20-27; 31-24; 16-20; 24-19; 21-25; 18-15; 11-18; 14-23; 25-30; 23-27; 30-26; 19-15; 22-25; 29-22; 26-17; 15-10; 17-14; 10-6; 14-18. B. wins.

NEW FIFTEENTH.

GAME.

B. 10-15; 21-17; 15-18; 23-14; 9-18; 22-15; 11-18; 26-23; 6-9; 23-14; 9-18; 17-14; 8-11; 30-26; 4-8; 24-19; 1-6; 28-24; 6-10; 25-22; 18-25; 29-22; 10-17; 22-13; 11-15; 19-10; 7-14; 24-19; 8-11; 26-22; 11-16; 27-23; 3-7; 22-18; 14-17; 13-9; 5-14; 18-9; 17-22; 9-5; 7-10; 5-1; 10-14; 1-5; 14-18; 23-14; 16-23. Drawn.

NEW SIXTEENTH.

GAME.

B. 12-16; 22-18; 8-12; 18-14; 9-18; 23-14; 10-17; 21-14; 4-8; 26-23; 16-20; 23-18; 11-16; 31-26; 8-11; 25-21; 6-10; 29-25; 10-17; 21-14; 1-6; 26-23; 7-10; 14-7; 3-10; 24-19; 10-14; 18-9; 5-14; 25-22; 6-10; 22-18; 14-17; 30-26; 17-21; 26-22; 21-25; 18-15; 11-18; 23-7; 2-11; 19-15; 11-18; 22-15; 25-30; 15-10; 30-26; 10-7; 26-31; 28-24; 31-26; 7-3; 26-22; 3-7; 22-18; 7-11. Drawn.

SWITCHER.

GAME.

B. 11-15; 21-17; 9-13; 25-21; 8-11; 24-19; 15-24; 28-19; 11-15; 17-14; 15-24; 27-20; 10-17; 21-14; 13-17; 22-13; 6-9; 13-6; 2-27; 32-23; 4-8; 26-22; 8-11; 22-18; 7-10; 29-25; 10-15; 18-14; 15-18; 23-19; 18-23; 25-22; 1-6; 22-18; 6 10; 14-7; 3-10; 30-25; 5-9; 25-21; 9-14;

18-9; 11-15; 9-6; 15-24; 6-2; 10-14; 2-6; 14-18; 6-10; 18-22; 10-15; 24-28; 15-18; 22-26; 31-22; 28-32; 18-27; 32-23; 22-17; 23-18; 17-14; 18-9; 21-17. Drawn.

CROSS.

GAME.

By a lady about 80 years old. B. 11-15; 23-18; 8-11; 24-20; 4-8; 27-23; 15-19; 23-16; 12-19; 18-15; 11-18; 22-15; 9-14; 25-22; 5-9; 30-25; 1-5; 32-27; 9-13; 22-17; 13-22; 25-9; 5-14; 29-25; 14-18; 21-17; 8-11; 15-8; 3-12; 17-13; 10-15; 25-21; 7-11; 27-23; 18-27; 31-24; 6-9; 13-6; 2-9; 21-17; 9-13; 17-14; 13-17; 14-10; 17-21; 10-7; 21-25; 7-3; 25-30; 3-7; 30-23; 7-16; 15-18; 24-15; 12-19. Drawn.

"Evangeline brought the draught-board out of its corner.
Soon was the game begun. In friendly contention the old men
Laughed at each lucky hit, or unsuccessful manoeuvre,
Laughed when a man was crowned, or breach was made in the king-row." — *Longfellow.*

PROBLEMS.

These, like examples in the higher grades of mathematics, are an excellent discipline of the intellect. They would bear a favorable comparison with some of the categories of Aristotle. This will be seen by most persons who solve the following problems without reference to the solutions given. This all should try to do.

I. — W. 10*, 18*, 21; B. 11*, 19*, 9. W. play and win.

W. 21-17; 9-13; 10-15; 19-10; 18-14; 13-22; 14-16; 22-26; 16-19; 26-31; 19-23; or, W. 21-17; 9-13; 10-15; (V.) 13-22; 15-24; 22-26; 24-19; 26-31; 18-23; 11-8; 19-15; 8-3; 15-11.

II. — B. 1*, 4, 16*; W. 7, 9, 12. B. play and win.

B. 1-5; 9-6; 5-1; 6-2; 16-20; 7-3; 4-8; 3-7; 8-11; 7-16; 20-11; or, B. play and W. win. B. 1-5; 9-6; 5-1; 6-2; 16-20; 7-3; 4-8; (V.) 2-7; 20-16; 7-2; 16-11; 3-7; 11-15; 12-3; 1-5; 7-11; 15-8; 3-12.

III. — B. 10, 12, 14, 31*; W. 21, 23, 19, 15*. B. play and win.

B. 12-16; 15-6; 14-17; 21-14; 31-27; 19-12; 27-2; 12-8; 2-7; 8-3; 7-11.

IV. — B. 1*, 2, 6, 31*; W. 5*, 9, 13, 32. B. play and win.

B. 31-26; 32-27; 26-22; 27-24; 22-18; 24-19; 18-14; 19-15; 14-10; 15-11; 10-7; 11-8; 7-10; 8-4; 10-14; 4-8; 6-10; 9-6; 2-9; 13-6; 14-9; 5-7; 1-12.

V. — B. 1, 3, 15*, 21; W. 8*, 12, 9, 29. B. play and win.

B. 15-18; 8-11; 18-14; 9-5; 14-18; 11-16; 18-22; 16-19; 21-25; 19-23; 25-30; 23-27; 30-26; 27-32; 26-23; 32-28; 23-19; 28-32; 19-15; 32-27; 15-11; 27-23; 3-7; 23-19; 7-10; 19-24; 10-14; 24-27; 14-17; 27-23; 17-21; 23-27; 21-25; 27-31; 25-30; 31-27; 30-26; 27-24; 26-23; 24-28; 23-19; 28-32; 22-26; 32-28; 26-23; 28-32; 19-24; 32-28; 23-19; 28-32; 24-28; 32-27; 28-32; 27-31; 19-15; 31-26; 15-18; 26-22; 18-25; 29-22; 32-27; 22-17; 27-23; 17-14; 23-18; 14-10; 18-14.

VI. — W. 10, 11, 5; B. 2, 12, 15*. W. play and draw.

W. 11-7; 15-6; 5-1; 2-11; 1-10; 11-16; 10-15; 16-20; 15-19; 12-16; 19-12.

VII — W. 6, 9, 26, 31, 17; B. 7*, 8*, 11*, 15*, 16*, 24. W. play and win.

W. 31-27; 24-31; 6-1; 31-6; 1-10 twice; 11-16; 10-15; 16-20; 15-19.

VIII. — B. 5, 14, 18, 27; W. 10*, 20, 30. B. play and win.

B. 14-17; 10-14; 18-22; 14-21; 5-9; 21-17; 27-31; 17-26; 31-22; 20-16; 9-14; 16-11; 14-18; 11-7; 18-23; 7-2; 23-27; 2-6; 27-31; 6-10; 31-27; 10-6; 27-23; 6-10; 23-18; 10-6; 18-14; 6-1; 22-17; 1-5; 17-13; 30-25; 13-17; 25-21; 17-13; 5-1; 13-9; 1-5; 9-6; 5-1; 14-10;

1-5; 6-1; 5-9; 10-15; 9-14; 1-5; 14-17; 5-9; 17-22; 9-13; 22-25; 15-18; 25-29; 18-22; 21-17; 13-9; 17-13; 9-6. Several variations of this solution have the same result, one of which is the following

VARIATION:

B. 14-17; 10-14; 18-22; 14-21; 5-9; (V.) 20-16; 9-14; 16-11; 27-32; 11-7; 32-27; 7-2; 14-17; 21-14; 22-26; 30-23; 27-9; 2-7; 9-6; 7-11; 6-10; 11-16; 10-15; 16-20; 15-19.

IX. — B. 3*, 25; W. 12, 20. B. play and win.

B. 25-30; 20-16; 30-26; 16-11; 26-23; 11-8; 23-19; 8-4; 19-15; 4-8; 3-7; 8-4; 15-11; 12-8; 7-3.

By R. D. Yates (late of Brooklyn, N. Y., and an overmatch for Wyllie).

X. — B. 3, 19*, 31*; W. 11, 12, 30. B. play and win.

B. 31-27; 30-25; 27-23; 25-21; 23-18; 11-8; 18-14; 8-4; 19-15; 4-8; 14-9; 8-4; 15-11; 21-17; 9-13; 17-14; 11-15; 4-8; 3-7; 8-3; 15-10; 12-8; 10-17; 3-10; 17-14; 10-17; 13-22; 8-3; 22-18; 3-7; 18-14; 7-11; 14-10; 11-16; 10-15; 16-20; 15-19.

XI. — W. 12, 18*, 28; B. 4, 6, 27*. W. play and win.

W. 18-14; 27-23; 28-24; 23-27; 24-19; 27-23; 19-16; 23-19; 16-11; 19-15; 12-8; 15-19; 8-3; 19-15; 14-17; 15-8; 3-12; 6-10; 17-22; 10-14; 12-16; 4-8; 16-19; 8-11; 22-18; 14-23; 19-26; 11-15; 26-23.

XII. — B. 6*, 9, 10, 16*, 13, 14; W. 7*, 8*, 21*, 22, 23*, 27. B. play and win.

B. 16-11; 7-16; 13-17; 22-13; 6-1; 13-6; 14-17; 21-7; 1-26; 27-24; 26-23; 24-20; 23-19.

XIII. — B. 3, 5, 12*, 31*; W. 2*, 4*, 15, 22. B. play and win.

B. 31-26; 22-17; 26-22; 17-13; 22-18; 15-10; 12-16; 10-6; 18-14; 6-1; 10-9; 13-6; 16-11.

By Wyllie.

XIV. — W. 14*, 18*, 11; B. 5, 19*, 21*. W. play and win.

W. 18-22; 19-15; 11-8; 15-11; 8-3; 11-15; 3-8; 15-19; 8-11; 19-23; 11-16; 23-27; 16-19; 27-32; 19-24; 32-28; 24-27; 28-32; 22-18; 32-23; 18-27; 21-25; 14-18; 5-9; 27-23; 9-13; 23-26; 13-17; 26-30; 17-21; 30-26; 25-29; 18-22; 21-25; 26-30.

XV. — B. 8, 12, 23, 24; W. 14, 15*, 19, 30. B. play and draw.

B. 23-27; 14-10; 27-31; 10-7; 24-28; 7-3; 28-32; 3-7; 32-28; 7-11; 31-27; 11-4; 27-23; 15-10; 23-16.

XVI. — W. 11*, 12*, 19*, 20, 25, 30; B. 4, 9, 10, 17, 18*, 21, 27*. W. play and win.

W. 11-15; 18-11; 30-26; 21-30; 19-23; 27-18; 12-8; 30-23; 8-15 twice; 4-8; 15-19; 23-16; 20-4.

XVII. — B 6, 7*, 8, 23; W. 16, 18, 20, 31. B. play and win.

B. 8-11; 16-12; 6-10; 12-8; 7-3; 8-4; 10-15; 18-11; 15-18; 14-9; 18-22; 9-5; 22-25; 5-1; 25-29; 1-6; 29-25; 6-10; 23-26; 31-22; 25-18. [N. B. — The dangerous "breeches."] 16-6; 18-15; 6-9; 15-19; 9-6; 11-15; 6-10; 15-18; 10-14; 18-22; 14-18; 22-25; 18-22; 25-29;

22-18; 29-25; 18-14; 25-22; 14-10; 22-18; 10-6; 18-15; 6-2; 15-11; 2-6; 3-7; 6-1; 19-15; 1-6; 7-10; 6-1; 15-18; 1-5; 18-14; 5-1; 14-9; 1-5; 10-14; 5-1; 9-5; 1-6; 5-1; 6-2; 14-18.

A Shorter Solution.

B. 8-11; 16-12; 7-3; 18-14; 3-7; 12-8; 7-3; 8-4; 3-7; 4-8; 7-2; 8-15; 6-10; 15-6; 2-18; 20-16; 18-15; 16-12; 15-11.

XVIII. — B. 6*, 12; W. 19, 28. B. play and win.

B. 6-10; 28-24; 10-14; 19-15; 14-18; 15-10; 18-15; 10-6; 12-16; 24-20; 15-10; 20-11; 10-1; 11-8; 1-6; 8-4; 6-10; 4-8; 10-7; 8-12; 7-11.

XIX. — W. 5*, 2*, 10*; B. 3, 11, 13. W. play and win.

W. 5-9; 11-16; 10-15; 13-17; 9-14; 17-22; 14-18; 22-26; 18-23; 26-31; 15-19; 16-20; 19-24; 20-27; 23-32; 3-8; 2-7; 8-12; 7-11; 31-26; 32-27; 26-22; 27-23; 22-17; 23-18; 17-13; 18-14.

XX. — B. 22, 27; W. 8*, 30. B. play and win.

B. 27-32; 8-11; 32-27; 11-7; 27-23; 7-10; 22-26; 10-6; 26-31; 6-9; 31-26; 9-6; 26-22; 6-10; 23-18; 10-6; 18-14; 6-1; 22-18; 1-6; 18-15; 6-1; 15-10; 1-5; 10-6; 5-1; 14-10; 1-5; 6-1; 5-9; 1-5; 9-13; 10-14; 13-9; 14-18; 9-6; 18-15; 30-25; 15-18; 6-10; 5-1; 25-21; 1-5; 10-6; 18-15; 21-17; 5-1; 6-9; 15-18; 17-13; 18-15; 9-14; 1-5; 14-17; 15-10; 17-22; 10-14; 22-25; 5-1; 25-22; 1-6; 22-25; 6-10; 25-22; 10-15; 22-25; 15-18; 25-21; 18-22. This solution has been in what "professionals" understand as the *first position*, the critical points of which should be thoroughly studied by beginners

and amateurs. Of this solution there might be given many variations. To assist you in studying them out the following one is given:

XXI. — B. 22, 27; W. 8*, 30. B. play and win.

B. 27-32; 8-11; 32-27; 11-7; 27-23; 7-10; 22-26; 10-6; 26-31; (V.) 30-25; 31-26; 25-21; 26-22; 6-9; 23-18; 9-6; 18-14; 6-1; 22-17; 1-5; 17-13; 5-1; 13-9; 1-5, 9-6; 5-1; 14-10; 1-5; 6-1; 5-9; 10-15; 9-5; 15-18; 5-9; 1-5; 9-6; 18-15; 21-17; 5-1; 6-9; 15-18; 9-5; 18-22; 17-14; 1-6; 5-1; 6-2; 14-9; 22-17; 1-5; 17-14; 9-6; 2-9.

By A. J. Heffner (a noted checker analyst of Boston).

XXII. — B. 1, 19, 20, 30*; W. 13, 27, 28, 10*. B. play and draw.

B. 1-6; 10-1; 30-25; 1-6; 25-22; 6-9; 22-17; 9-6; 17-22; 13-9; 22-18; 6-10; 19-24; 28-19; 18-15; 19-16; 15-13.

XXIII. — B. 10*, 12; W. 19, 24. B. play and win.

B. 10-14; 19-15; 14-18; 15-10; 18-15; 10-6; 12-16; 24-20; 15-10; 20-11; 10-1; 11-8; 1-6; 8-3; 6-10; 3-8; 10-7; 8-12; 7-11.

XXIV. — B. 14*, 22*; W. 1*, 30. B. play and win.

B. 22-17; 1-6; 17-13; 6-1; 13-9; 30-25; 9-5; 25-21; 5-9; 1-5; 9-6; 5-1; 14-10; 21-17; 6-9; 17-13; 9-5.

XXV. — W. 4*, 6, 9, 14, 23, 31; B. 2, 3, 5 22, 24*, 32*. W. play and win.

W. 23-19; 24-15; 31-27; 32-23; 14-10; 5-14; 6-1; 15-6; 1-19; 2-6; 19-15; 3-7; 4-8; 7-10; 15-18; 6-9; 8-11, 10-14; 18-23; 14-17; 11-15; 9-13; 15-18; 17-21; 18-22.

By Anderson (the celebrated checkerist).

XXVI. — B. 1*, 3, 6; W. 8*, 12, 13. B. play and win.

B. 1-5; 8-11; 5-9; 11-15; 9-14; 15-11; 14-18; 11-16; 18-15; 16-20; 15-11; 20-24; 3-7; 24-19; 7-10; 19-23; 10-15; 23-27; 15-19; 27-32; 19-24; 32-28; 24-27; 28-32; 27-31; 32-28; 31-27; 28-32; 27-23; 32-28; 23-18; 28-24; 18-14; 24-19; 6-10; 19-23; 10-15; 23-27; 15-19; 27-32; 19-24; 32-28; 24-27; 28-24; 27-31; 24-28; 31-27; 28-32; 27-24; 32-28; 24-19; 28-32; 19-15; 32-28; 15-10; 28-24; 10-6; 24-19; 14-10; 19-24; 10-15; 24-28; 15-19; 28-32; 19-24; 32-28; 11-16; 28-19; 16-23; 12-8; 23-18; 8-4; 18-14; 4-8; 6-1; 8-11; 14-9; 13-6; 1-10; 11-16; 10-15; 16-20; 15-19.

XXVII. — W. 6, 15, 16; B. 4*, 14*, 19*. W. play and draw.

W. 15-10; 14-7; 6-2; 19-12; 2-11; 12-8; 11-7; 8-3; 7-11; 4-8; 11-4; 3-7; 4-8.

XXVIII. — B. 23*, 26*; W. 10*, 30. B. play and win.

B. 26-22; 10-6; 23-18; 6-1; 18-14; 1-5; 22-17; 30-26; 14-18; 5-9; 17-14; 9-5; 14-10; 5-1; 10-15; 1-5; 15-19; 5-9; 19-24; 9-13; 24-27; 13-9; 27-31; 9-5; 31-22; 5-1; 18-14; 1-5; 22-18; 5-1; 14-10; 1-5; 18-14; 5-1; 14-9; 1-5; 10-14; 5-1; 9-5; 1-6; 5-1; 6-2; 14-18; 2-7; 18-15; 7-2; 15-11.

XXIX. — B. 6*, 10*; W. 1*, 21. W. play and B. win.

W. 1-5; 6-1; 5-9; 10-15; 9-5; 15-18; 5-9; 1-5; 9-6; 18-15; 21-17; 5-1; 6-9; 15-18; 9-5; 18-22; 17-14; 1-6; 5-1; 6-2; 14-9; 22-17; 1-5; 17-14.

XXX. — B. 1*, 10*; W. 5*, 21. W. play.

W. 21-17; 1-6; 17-13; 6-1; 5-9; 1-5.

XXXI. — W. 32*, 17; B. 29*, 30*. W. play and win.

W. 17-13; 30-25; 13-9; 25-22; 9-6; 22-17; 6-1; 17-13; 1-6; 29-25; 32-27; 25-22; 27-23; 22-17; 23-18; 17-21; 18-14; 21-25; 6-10; 25-22; 10-15; 22-26; 15-18; 26-31; 18-23.

XXXII. — B. 3, 4, 11, 15, 18, 19, 27; W. 9*, 10, 17, 20, 25, 28, 30. B. play and win.

B. 11-16; 20-11; 4-8; 11-4; 3-8; 4-11; 18-23; 11-18; 19-24; 28-19; 27-31; 18-27; 31-29; 30-26; 29-25; 26-23; 25-22; 23-19; 22-18; 19-16; 18-15; 16-12; 15-11.

XXXIII. — B. 10*, 15*, 19*; W. 9*, 27*. B. play and win.

B. 15-18; 9-5; 10-6; 27-32; 19-23; 5-1; 6-9; 1-5; 9-14; 5-1; 23-27; 32-23; 18-27; 1-6; 27-23; 6-1; 14-10; 1-5; 23-18; 5-9; 10-14; 9-5; 18-15; 5-1; 15-10; 1-5; 10-6; 5-1; 14-10; 1-5; 6-1; 5-9; 1-5; 9-13; 10-15; 13-17; 15-18; 17-13; 18-22.

VARIATION.

B. 15-18; 9-5; 10-6; 27-32; 19-23; 5-1; 6-9; (V.) 32-28; 23-27; 1-5; 27-23; 5-14; 18-9. B. wins.

XXXIV. — B. 14*, 11*, 3; W. 12, 13, 32*. B. play and win.

B. 3-7; 32-28; 7-10; 28-24; 10-15; 24-28; 15-19; 28-32; 19-24; 32-28; 24-27; 28-32; 27-31; 32-28; 31-27;

28-32; 27-23; 32-28; 23-19; 28-32; 19-15; 32-28; 15-10; 28-24; 10-6; 24-19; 14-10; 19-24; 10-15; 24-28; 15-19; 28-32; 19-24; 32-28; 11-16; 28-19; 16-23; 12-8; 23-18; 3-4; 18-14; 4-8; 6-1; 8-11; 14-9; 13-6; 1-10; 11-16; 10-15; 16-20; 15-19.

XXXV. — W. 30*, 32; B. 5, 13. Either play and W. win.

W. 32-27; 13-17; 30-26; 5-9; 27-23; 9-14; 23-19; 14-18; 19-15; 18-22; 26-30; 17-21; 15-10; 22-25; 30-26; 25-29; 10-6; 29-25; 6-1; 25-29; 1-6; 29-25; 6-10; 25-29; 10-15; 29-25; 15-18; 25-29; 18-22; 21-25; 26-30. W. win.

XXXVI. — W. 13*, 26, 30*; B. 18*, 21, 29*. W. play and win.

W. 26-22; 18-25; 13-17; 25-22; 17-26; 29-25; 26-31; 25-22; 30-26; 22-18; 26-23; 18-27; 31-24; 21-25; 24-19; 25-30; 19-23; 30-25; 23-26; 25-21; 26-22.

XXXVII. — W. 20, 22, 26, 27*; B. 12, 14, 19*, 25*. W. play and win.

W. 20-16; 25-18; 26-23; 19-26; 27-31; 12-19; 31-24; 14-18; 24-27; 18-22; 27-31; 22-25; 31-26; 25-29; 26-22.

XXXVIII. — B. 5*, 13*, 3; W. 1*, 6*, 15. B. play and win.

B. 3-7; 6-2; 7-10; 15-6; 13-9; 2-7; 9-11; 1-6; 11-7; 6-2; 7-10.

XXXIX. — B. 5, 13, 24*; W. 21, 15*, 23*. W. play and win.

W. 15-18; 24-28; 18-22; 28-24; 23-18; 24-19; 18-14; 19-15; 21-17; 15-11; 14-10; 5-9; 10-6; 11-7; 6-1; 7-2; 1-5; 2-6; 5-14; 6-1; 14-9; 1-5; 17-14; 5-1; 14-10; 1-5;

9-14; 5-1; 10-7; 1-6; 7-2; 6-1; 2-7; 1-6; 7-11; 6-1; 11-15; 1-6; 14-9; 6-1; 15-10; 1-5; 10-14; 5-1; 9-5; 1-6; 5-1; 6-2; 14-18; 2-7; 18-15; 7-2; 15-11.

XL. — W. 15*, 26; B. 14, 16*. W. play and win.

W. 26-22; 14-18; 15-11; 16-7; 22-15; 7-2; 15-10; or, 26-22; 14-18; 15-11; (V.) 18-25; 11-20; 25-30; 20-24; 30-26; 24-27; 26-22; 27-23; 22-17; 23-18; 17-13; 18-14.

XLI. — W. 11*, 24, 26, 27, 32*; B. 10*, 21*, 29*, 20, 18. W. play and win.

W. 24-19; 10-14; 11-7; 29-25; 26-22; 14-9; 22-15; 25-22; 15-10; 21-17; 7-2; 17-14; 10-7; 14-10; 7-3; 10-6; 19-15; 22-18; 15-11; 18-15; 11-8; 15-11; 8-4; 6-10; 3-8; 10-15; 8-12; 15-19; 12-8; 11-15; 8-11; 15-8; 4-11; 19-16; 27-24; 16-7; 2-11; 20-27; 32-23; 9-5; 23-18; 5-9; 11-7; 9-5; 18-14; 5-1; 7-10; 1-5; 10-6; 5-1; 14-10; 1-5; 6-1; 5-9; 1-5; 9-13; 10-15; 13-17; 15-18; 17-13; 18-22.

XLII. — W. 30, 31*, 32; B. 13, 21, 28*. W. play and win.

W. 31-26; 13-17; 32-27; 28-32; 27-23; 32-27; 23-18; 27-31; 26-23; 31-26; 23-19; 26-22; 19-15; 22-25; 18-14; 25-22; 14-9; 22-25; 9-5; 25-22; 5-1; 22-25; 1-5; 25-22; 5-9; 22-25; 9-13; 25-22; 15-19; 22-25; 13-29; or, W. 31-26; 28-24; 26-22; 24-19; 30-26; 19-15; 26-23; 15-10; 23-18; 10-6; 18-14; 6-1; 32-27; 1-6; 27-23; 6-1; 23-18; 1-5; 14-10; 5-9; 10-7; 9-6; 7-3; 6-2; 3-8; 2-7; 18-14; 7-2; 14-10.

XLIII. — W. 7, 8, 10, 16, 18, 20*, 25*; B. 1, 5, 9, 17*, 26*, 27, 28*. W. play and win.

W. 20-24; 28-3; 10-6; 1-10; 18-15; 10-19; 25-22; 3-10; 22-22; 5-9; 22-17; 9-13; 17-14.

XLIV. — W. 11*, 15*, 27, 28, 32; B. 22*, 12, 16, 20, 26. W. play and win.

W. 27-24; 20-27; 32-23; 16-20; 23-18; 26-31; 18-14; 22-17; 14-10; 17-14; 10-7; 14-9; 7-2; 9-5; 2-6; 5-1; 6-9; 1-5; 9-14; 5-1; 15-19; 31-27; 11-15; 27-31; 19-23; 12-16; 14-10; 1-5; 10-6; 5-1; 15-10; 1-5; 6-1; 5-9; 1-5; 9-13; 10-15; 13-17; 15-18; 17-13; 18-22; or, W. 27-24; 20-27; 32-23; 16-20; 23-18; 26-31; 18-14; 22-17; 14-10; 17-14; 10-7; 14-9; 7-2; 9-5; 2-6; 5-1; 6-9; 1-5; 9-14; (V.) 31-26; 28-24; 20-27; 11-16; 12-19; 15-22; 5-1; 22-17; 1-6; 17-13; 6-1; 14-10; 1-5; 10-6; 5-1; 6-9; 1-5; 9-14; 5-1; 13-9; 1-5; 9-6; 5-1; 14-10; 1-5; 6-1; 5-9; 1-5; 9-13; 10-15; 13-17; 15-18; 17-13; 18-22.

XLV. — B. 5, 15*, 26*; W. 16*, 14, 21. B. play and win.

B. 26-22; 16-12; 22-18; 21-17; 18-9; 17-13; 15-10; 13-6; 10-1; 12-16; 5-9; 16-19; 9-14; 19-15; 1-6; 15-19; 14-18; 19-15; 18-23; 15-19; 23-27; 19-24; 27-32; 24-19; 6-10; 19-24; 32-28; 24-19; 10-14; 19-23; 28-24; 23-26; 14-18; 26-31; 18-23.

XLVI. — B. 18*, 20, 23, 26*; W. 24*, 27*, 32. B. play and win.

B. 26-22; 24-19; 23-26; 19-23; 26-31; 23-14; 31-24; 32-28; 24-19; 14-10; 20 24; 10-14; 24-27; 14-10; 27-31; 10-14; 31-27; 14-10; 22-18; 10-6; 19-15; 6-9; 15-10; 9-5; 18-14; 5-1; 14-9; 1-5; 10-14; 5-1; 9-5; 1-6; 5-1; 6-2; 14-18; 2-7; 18-15; 7-2; 15-11.

XLVII. — W. 11*, 15*, 30, 32; B. 12, 21, 22, 24*. W. play and win.

W. 32-28; 24-20; 28-24; 20-27; 11-16; 12-19; 15-31; 22-25; 31-26; 25-29; 26-22.

XLVIII. — B. 2, 3, 5, 12, 13, 22, 28*; W. 15*, 20, 21, 23, 26, 29, 31. B. play and draw.

B. 13-17; 21-14; 3-7; 26-17; 7-10; 15-6; 2-27; 31-24; 28-19; 29-25; 19-15; 17-14; 15-18; 14-10; 18-14; 10-6; 14-17; 25-21; 17-14; 6-1; 5-9; 1-6; 9-13; 6-2; 13-17; 2-7; 17-22; 7-11; 22-26; 11-15; 26-31; 15-19; 31-26; 20-16; 26-22; 16-11; 14-10; 11-8; 10-7; 8-3; 7-11; 19-23; 12-16; 23-27; 16-19; 27-32; 19-23; 32-28; 23-27; 28-32; 27-31; 32-28; 31-27.

XLIX. — W. 20, 26, 27*, 29; B. 12, 13, 19, 21. W. play and win

W. 26-23; 19-26; 29-25; 21-30; 27-31; 13-17; 31-13; 30-26; 13-17 (W. getting 1st position); 26-23; 17-14; 23-19; 14-10; 19-24; 10-15; 24-28; 15-19; 28-32; 20-16; 32-27; 16-11; 27-31; 11-7; 31-26; 7-2; 26-22; 2-7; 22-17; 7-10; 17-22; 10-14; 22-26; 14-18; 26-31; 18-23.

(V.) from position: B. 28*, 12; W. 19*, 20 —

B. 28-32; 20-16; 32-28; 16-11; 28-32; 11-7; 32-28; 7-2; 28-32; 2-7; 32-28; 7-11; 28-32; 11-16; 32-28; 16-20; 28-32; 20-24; 32-28; 24-27; 28-32; 19-23; 32-28; 27-32; 12-16; 32-27; 16-20; 23-19; 28-32; 19-23; 32-28; 27-32; 20-24; 23-19.

L. — W. 23, 24, 11; B. 26*, 12*. W. play and win.

W. 23-19; 26-23; 11-8; 23-16; 24-20; 12-3; 20-11; or, W. 23-19; (V.) 26-22; 24-20; 22-18; 11-7; 12-8; 7-3; 8-12; 20-16; 18-23; 16-11; 23-7; 3-10; 12-16; 10-15; 16-20; 15-19.

LI. — W. 9, 10, 11, 15, 16, 17*, 22, 26, 28; B. 1, 2, 4, 12, 19*, 20, 21, 27. W. play and win.

W. 11-8; 4-25; 26-23; 19-26; 17-13; 12-19; 10-6; 1-10; 9-6; 2-9; 13-29. By D. G. LEWIS.

LII. — B. 1, 3, 23*, 32*; W. 4*, 5, 12, 31. B. play and win.

B. 32-28; 4-8; 28-24; 8-11; 24-20; 11-15; 3-7; 12-8; 20-24; 8-3; 24-28; 3-10; 1-6; 10-1; 23-27; 31-24; 28-10. By HEFFNER.

LIII. — B. 2*, 10, 14, 15*, 21; W. 4*, 8, 17*, 23, 29. B. play and win.

B. 15-18; 23-19; 18-15; 19-16; 15-19; 16-12; 10-15; 17-10; 2-7; 10-3; 21-25; 29-22; 15-18; 22-15; 19-10.

LIV. — W. 19, 27, 30; B. 7, 11, 13. W. play and win.

W. 27-23; 7-10; 23-18; 13-17; 30-26; 17-21; 26-22; 21-25; 18-15; 11-18; 22-6.

LV. — B. 5, 9, 14*; W. 2*, 6, 13. B. play and win.

B. 14-10; 6-1; 10-15; 13-6; 15-11; 2-7; 11-9.

LVI. — B. 12, 13*, 15, 26; W. 17*, 18*, 20, 22. B. play and win.

B. 26-30; 18-11; 30-25; 17-21; 25-18; 21-25; 13-17; 25-30; 17-22; 11-8; 18-15; 8-4; 15-11.

LVII. — B. 9*, 10*; W. 8*, 20. B. play and win.

B. 10-15; 20-16; 15-19; 16-11; 9-6; 8-3; 6-10; 11-8; 19-16; 8-4; 16-12; 4-8; 10-15; 8-4; 15-11.

LVIII. — B. 3, 5, 12; W. 17, 20, 24. W. play and win.

W. 24-19; 5-9; 19-15; 9-13; 17-14; 13-17; 14-10; 17-22; 10-6; 22-26; 6-2; 26-31; 2-6; 31-27; 15-11; 27-24; 11-7; 3-10; 6-15. W. have 1st position, and thus win.

LIX. — W. 2*, 7, 11*, 16, 17, 28, 30*; B. 1, 3*, 10*, 12, 18*, 19, 32*. W. play and win.

W. 28-24; 19-28; 30-25; 12-19; 11-15; 18-11; 17-14; 10-17; 25-21; 3-10; 21-23; 1-5; 2-6.

LX. — W. 26, 23, 19; B. 3, 10, 14. W. play and win.

W. 26-22; 3-7; 22-18; 14-17; 19-16; 17-22; 23-19; 22-26; 18-15; 10-14; 15-10; 26-31; 10-3; 31-27; 16-12; 27-24; 19-16; 24-20; 16-11; 20-16; 12-8; 16-7; 3-17.

LXI. — W. 12*, 32*, 23; B. 16, 19, 26. W. play and win.

W. 32-27; 26-31; 12-8; 31-24; 8-12; 19-26; 12-28. By Miss Flora Ione, Grand Rapids, Mich.

LXII. — W. 11, 16, 24, 28; B. 2*, 19, 23*, 32*. B. play and win.

B. 32-27; 24-15; 23-19; 16-12; 19-10; 11-8; 2-7; 8-4; 7-3; 4-8; 10-15; 8-4; 15-11.

LXIII. — W. 9, 10, 25, 30; B. 1, 2, 3. W. play and win.

W. 25-22; 2-7; 9-6; 7-14; 6-2; 3-8; 2-7; 1-6; 7-2; 6-9; 2-7; 9-13; 7-10; 14-17; 10-14; 17-26; 30-23; 8-12; 23-19.

LXIV. — B. 2, 3, 5, 12, 13, 22, 28*; W. 15*, 20, 21, 23, 26, 29, 31. B. play and win.

B. 13-17; 21-14; 3-7; 26-17; 7-10; 15-6; 2-27; 31-24; 28-19; 29-25; 19-15 (B. win by 1st position); 25-22;

15-10; 22-18; 5-9; 17-13; 10-6; 18-15; 6-1; 13-6; 1-19; 20-16; 19-15.

The following three problems, and their history, furnished by Mr. C. F. Burrille of Boston, are specially interesting:

LXV. — No. 1. "The Virgin's Fortress."

This name is very appropriate, the problem representing her in a fortress which her pursuers cannot break into, where she challenges an endless siege from the enemy. The problem was the first of its kind published, and appeared first in the last number of "The Draught Board." Its author was Dr. T. J. Brown of England. Ten pounds were offered for its first correct solution, which no one produced.

Statement. — B. 3, 4, 8, 12, 15, 18, 19, 23, 24; W. 5, 6, 9, 10, 11, 14, 25. W. play and draw.

Solution. — W. 25-21; 18-22; 21-17; 15-18; 11-7; 22-26; 17-13; 26-30; 6-2; 30-25; 9-6; 25-22; 13-9; 22-17; 5-1. Here she is crowned, and remains tripping to and fro between 1 and 5, in her fortress, fearless of her dark antagonists, though they all become kings and combine their power for her capture, while she seems to sing:

Catch me, catch me, if you can!
I defy your kings and clan!

LXVI. — No. 2. "Highland Fastness."

"Contributed to the *Glasgow Herald* by Alex. Craighead of Ashburton, New Zealand. Its solution is the most difficult." Notice that *thirteen* black checkers are required.

Statement. — B. 2, 4, 5, 13, 17, 18, 21, 22, 23, 24, 25, 29*; W. 3*, 10, 11, 12, 14, 15, 16, 19, 20. W. play and draw.

Solution. — W. 10-6; 2-9; 11-8; 4-11; 16-7; 23-27; 14-10; 27-32; 10-6; 32-27; 15-10; 27-23; 19-15; 23-19; 20-16; 18-23; 16-11; 23-27; 6-1; and this last man moved now stands as a royal spectator of the vain assaults of an army to demolish the little square rock behind which the white king boldly paces between 3 and 8, safe in his fastness, shouting:

Foes of Scots! now fire away,
With cannon loud as thunder!
I'll seesaw, right here, for aye,
While you but fret and blunder!

LXVII. — No. 3. By O. H. Richmond of Pierson, Mich., and published in the "New England Checker Player."

Statement. — B. 3, 4, 12, 20, 24, 26, 27, 28*, 32*; W. 5, 6*, 9, 10, 11, 13, 18. W. play and draw.

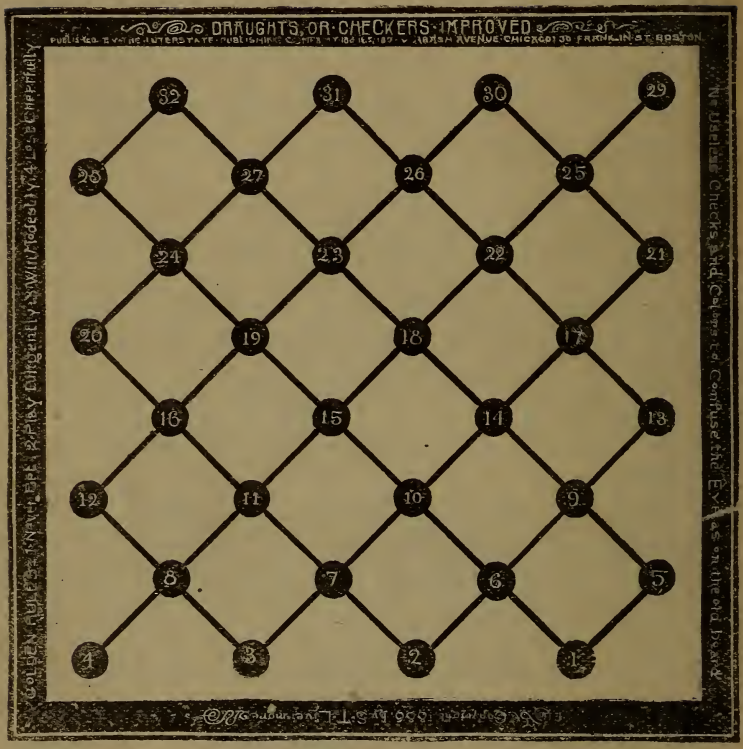
Solution. — W. 11-7; 26-30; 18-14; 30-26; 6-2; 26-22; 9-6; 22-18; 13-9; 27-31; 5-1; and there follows the steps of the virgin in her fortress of "No. 1," seesawing between 1 and 5, and thus draws.

A PUZZLE.

A ship was launched by a noted shipper;
She had neither sail, nor helm, nor skipper,
But drifted on the broadest sea yet known,
Just where by winds and tide she might be thrown.
Her cargo was varied and very great;
Its value none can fully estimate.
No voyage ever made could be rougher,
No crew ever shipped were any "tougher."
Some were monkeys, gorillas, and baboons,
Some, ourang-outangs, bears, snakes, and raccoons.
Yet, never has ship come to land better,
And the world will always be her debtor.
Guess, Who was he?
And What was she?

By S. T. Livermore.

THE NEW CHECKER BOARD.



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